PRIMA'S OFFICIAL STRATEGY GUIDE

SMUGGLER'S RUN

Thorough Tactics For Racing On Every Terrain!

Russ Ceccola

PRIMA GAMES
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PlayStation®2

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Next generation wave modeling physics

6 epic waves to master

11 playable characters each with unique abilities

Over a dozen aerial tricks can be linked for unlimited combo's!

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Acknowledgments

To my brother, Phil Ceccola, for smuggling me into my first concert—KISS in December 1976.

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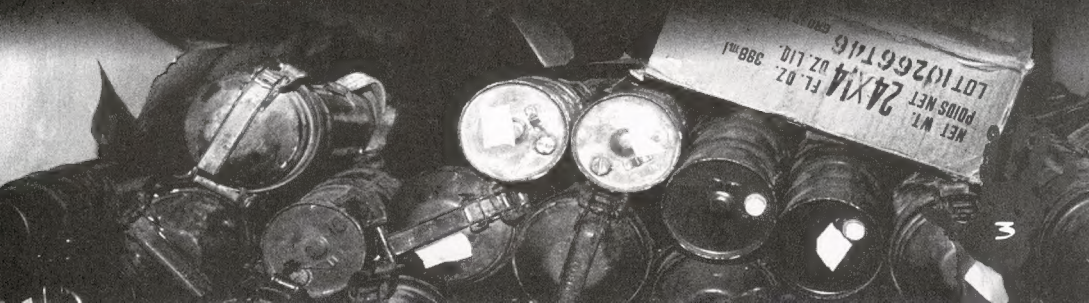


INTRODUCTION

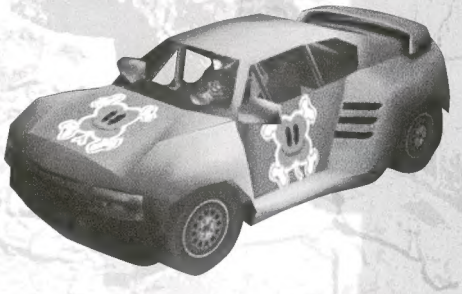
Smuggler's Run combines racing with knowledge of terrain to test your arcade skills and your sense of direction. The variety of missions keeps you on your toes, as do the relentless policemen and CIA agents. Rival gangs sometimes challenge you to a race or try to pick up more contraband than your gang, the Forgotten. Through all of the missions, you must focus on the flares that mark pickup and drop-off locations. Follow those arrows along the shortest, least dangerous path to outrun and outwit rival gang members and border patrol guards. The terrain accommodates all kinds of play styles as long as you mostly keep all four wheels on the ground. Now go out and collect some contraband!

How to Use This Book

Although there are different kinds of Turf War games to play and some roaming to do in Joyridin', you spend most of your time in Smuggler's Mission, a series of minor missions that comprises the story behind *Smuggler's Run*. The bulk of this book addresses the best strategies for the game's campaign, in which you retrieve contraband to benefit the Forgotten, and outwit other gangs and various law enforcement agencies. In some missions, the best approach is not a straight line, but perhaps a shortcut over a hill in the opposite direction. Shortcuts are just as important to mission success as quick recovery from crashes. To succeed, follow the mission strategies exactly and look at the screenshots to get an idea of the actions you must take.

Examine the next three sections before you settle into the missions. Your Fleet provides the lowdown on the vehicles' performance and suitability for missions. Smuggler Driving School offers valuable tips to improve your driving skills so you can outmaneuver gangs and other opponents. Joyridin' uses images from the game's three environments to demonstrate secret areas, terrain features and exciting scenery. Glance over the images to get familiar with the environments, then spend some time exploring each area in any vehicle to get a feel for the change in your ride on terrain elements like hills and ice. Don't wait until the clock is ticking on a mission to take a run up the massive mountain. Try it out in Joyridin' mode first.

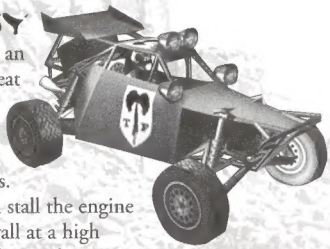
No matter how you approach the missions, understand that practice is the great equalizer. You only develop good techniques after hours of play. The first time the cops home in on your location, they may swarm over you in a matter of seconds and force a crash. After some experience with *Smuggler's Run*, those same cops might not even be visible in your rear-view mirror. Try a mission a few times on your own before you consult the Smuggler's Mission strategies. You may discover a new route through a patch of bushes that's faster than hopping over a small hill. Experimentation and practice will help you raise your contraband's final value and beat other scores.



YOUR FLEET

Smuggler's Run has six vehicle types that you can drive in Smuggler's Mission, Joyridin', and Turf War modes. Not all types are available at the start of the Smuggler's Mission campaign. You begin with the Buggy and S.U.V. and unlock the Rally Car and Trophy Truck during the desert missions. Finally, you unlock the Military Vehicle and Massive Truck in the wintry missions. One vehicle of each pair is built for speed while the other handles damage better. The speedy vehicles are the Buggy, Rally Car, and Military Vehicle, while the brute-force brawlers are the S.U.V., Trophy Truck, and Massive Truck. If you have trouble in a particular mission, try switching to another vehicle. In many missions, one vehicle type or a specific vehicle outshines the others. Experimentation reveals which one to use, as does a peek at mission strategies later in this book.

BUGGY



The Buggy is an all-around great vehicle. Its only weakness is how it suffers crashes. Also, you can stall the engine if you hit a wall at a high enough speed. Use the Buggy in just about all of the forest missions. Its excellent acceleration and handling keep you ahead of cops and rival gangs, but stay away from trees.

S.U.V.

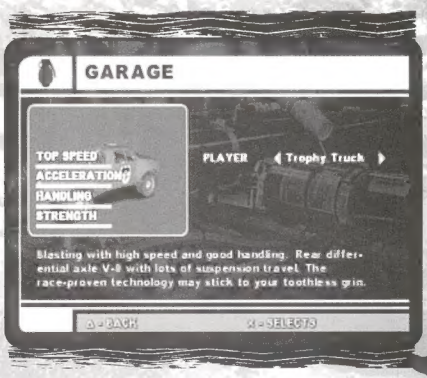
The S.U.V. is your backup for the early missions if crashes are a concern. The vehicle bounces off walls and lands on four wheels with almost no loss of speed. Other drivers beat the S.U.V. on a road or other flat surface, but they fall behind when you take the S.U.V. over bumpy surfaces. Treat the S.U.V. as you would its namesake—as a powerful off-road vehicle that can take damage and still reach its destination in time.

RALLY CAR

The Rally Car is the desert equivalent of the Buggy, but a bit slower and smaller. In the desert, speed alone rarely decides a mission. Often, how a vehicle handles sand dunes and oases is more important than high speed. The Rally Car flies through sandy locations with ease, staying just ahead of the competition. Just don't crash into those dunes or fences.

TROPHY TRUCK

The Trophy Truck is the vehicle of choice for most desert missions. Its combination of speed and handling makes trips across the desert faster and safer than in even the Rally Car. Its acceleration is nearly the best of the vehicles, making it perfect for crash recovery. In fact, the Trophy Truck has solid ratings in all four categories—speed, handling, acceleration, and strength. Only the next two vehicles can beat it.

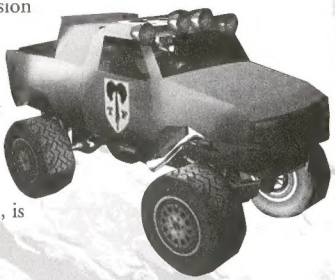

GARAGE
TOP SPEED
ACCELERATION
HANDLING
STRENGTH
PLAYER
Trophy Truck
Blasting with high speed and good handling. Rear differential axle V-8 with lots of suspension travel. The race-proven technology may stick to your toothless grin.
B - BACK
X - SELECT

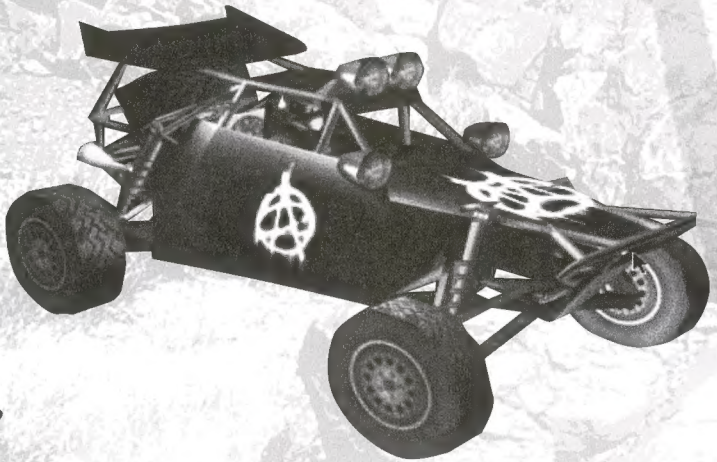
Military Vehicle

The Military Vehicle is the fastest in *Smuggler's Run*. It's probably the best vehicle for most wintry missions, depending on placement of the flares. The Military Vehicle combines strength and acceleration to help it recover wonderfully from crashes. Mediocre handling causes swerving on frozen surfaces, but the Military Vehicle works just fine in snow. Keep it off the ice, however.

Massive Truck

The Massive Truck has the worst speed and handling of the *Smuggler's Run* vehicles. It's not a great choice for a race or other mission that involves rival gangs, but its superior acceleration and strength ensure that the Massive Truck handles crashes perfectly. Missions that require trips across snowy hills scream for this vehicle. The game's final mission, requiring the speedy ascent of a snow-covered mountain, is the best test of the Massive Truck.



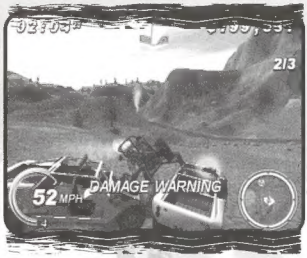


SMUGGLER DRIVING SCHOOL

Smuggler's Run has enough variety in missions and terrain that players develop their own techniques for driving the game's vehicles. Only hours of practice reveal the best techniques for you. Flare placement and terrain features may inspire mission-specific tricks. The following tips will help you in most missions. Try them in a "road test" before going for your rating in actual missions. If you can casually perform the following moves in the thick of a mission, there's no doubt you will collect plenty of contraband.

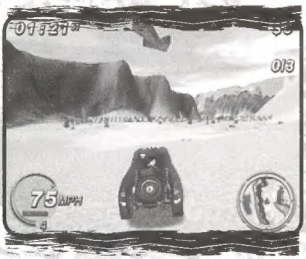
IGNORE ALL TRAFFIC LAWS! *SMUGGLER'S RUN* MISSIONS DEMAND THE MOST DIRECT ROUTE TO CHECKPOINTS AND FLARES. FORGET ABOUT THE DOUBLE YELLOW LINES AND RIGHTS OF WAY.

ADJUST THE PITCH OF YOUR VEHICLE IN MIDAIR TO LAND SQUARELY ON ALL FOUR WHEELS AND MAINTAIN SPEED. THE AMOUNT OF ADJUSTMENT DEPENDS ON YOUR SPEED AND ANGLE WHEN YOU LEAVE A SURFACE. THERE'S ALWAYS ENOUGH TIME TO FLATTEN OUT BEFORE YOU LAND.



MOVE ASIDE OR JUMP SMALL HILLS SO PURSUING POLICE VEHICLES RAM INTO EACH OTHER. YOU ESCAPE IN THE FEW SECONDS IT TAKES THEM TO RECOVER.

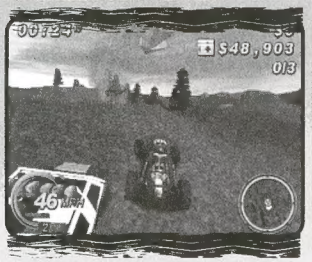
JUST ONE POLICE VEHICLE ON YOUR TAIL? SLAM ON YOUR BRAKES. AS IT PASSES, RAM THE COP CAR TO SPIN IT AROUND AND DISORIENT IT LONG ENOUGH FOR YOUR GETAWAY.



CHECK BEHIND YOU FOR VEHICLES CLOSING IN. A QUICK LOOK BEHIND YOU, USING THE BUILT-IN REAR-VIEW MIRROR, LETS YOU ADJUST YOUR POSITION OR HIT THE ASPHALT AND SCREAM AWAY FROM A PURSUER. IN THIS SHOT, A COP CAR (LIGHT ARROW) TAILS THE TROPHY TRUCK (DARK ARROW), ACCORDING TO THE RADAR IN THE LOWER-RIGHT CORNER. A QUICK MOVE TO THE LEFT OR RIGHT THROWS OFF THE COPS, BUT IT TAKES A PEEK BACKWARD TO KNOW HOW TO HANDLE THE SITUATION.

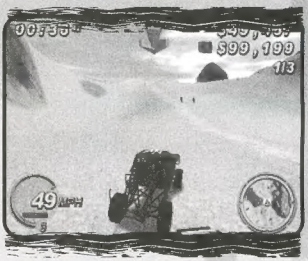
WATERFALLS TURN TO SOLID ICE IN WINTRY MISSIONS. IN FOREST MISSIONS, DRIVE BEHIND THE WATERFALLS TO DISCOVER SECRET PASSAGES.

SMUGGLER'S RUN



Slow down before small hills if a cop's on your tail. You go over the hill smoothly, but the cop flies past. Bump him or move away from him and save a few seconds.

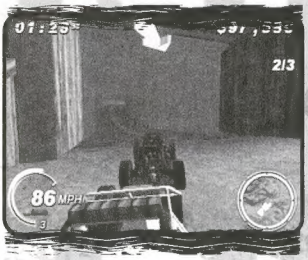
The big trucks (S.U.V., Trophy Truck, and Massive Truck) flip more easily in midair than the smaller vehicles, but they also land more solidly. Flip one of the fast, small vehicles jumping off a hill or ledge, and you have a hard time recovering from the spins. The trucks' weight gives them an advantage in acrobatic maneuvers.



Lay off the gas a little when you land after a jump. If you slow down and adjust the vehicle's pitch, you hit the ground without crashing and can speed away as easily as if you had driven across flat ground.

Flares are very obliging targets. You can hit one in midair or just catch its edge, as well as drive between pairs of them. In race missions, it's more important to hit checkpoints than to worry about exactly where you go through the targets. Some flares are on the low sides of hills. You can trigger them if you jump the hill at a low enough angle.

Eubanks Mountain is a tricky obstacle. Bear to the right in an ever-tightening circle as you ascend. Don't go too fast or you fly off the edge. Keep a sure and steady hand. Overcompensating for turns sends you to the bottom of the mountain and stalls your vehicle.



Tunnels make the best shortcuts. Some save trips across bumpy hills while others serve as the only routes to well-hidden corners of the map. In Joyridin' mode, drive through all of the tunnels to discover where they lead.

Snagging contraband from other drivers—whether your own team members or a rival gang's thugs—is as easy as bumping the other person's vehicle. A light tap won't work. A solid bump both steals the contraband and bounces you away from the vehicle. Practice this technique in the Turf War games before you use it in the Smuggler's Mission campaign.

Ice driving is as tricky in *Smuggler's Run* as it is in the real world. The Military Vehicle slips and slides on icy rivers and lakes, but it holds its own as long as you don't get bumped. The Massive Truck handles ice much better because of its weight and strength. Experience makes the difference between a driver who can compensate for a slide and one who should park the vehicle. Try out the frozen rivers and lakes in Joyridin' mode to improve your performance.

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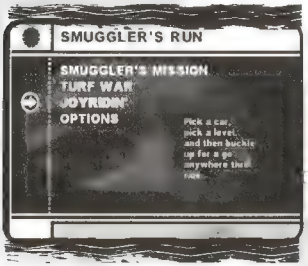
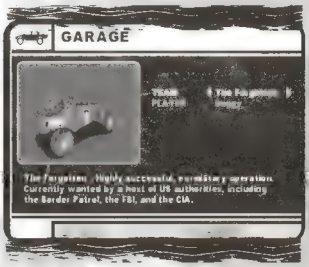
JOYRIDIN'

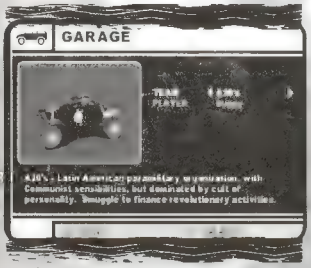
The Joyridin' mode in *Smuggler's Run* is an invaluable way to learn the terrain in the game's three environments. From the heights of Eubanks Mountain to the depths of desert canyons, *Smuggler's Run* has many unusual, natural, and manmade features. Spend some time exploring without the pressure of a clock or cops; you can drive to any location in sight. Natural features such as mountains and canyons form the actual boundaries, but you can drive over or under almost everything between. These images, from Joyridin' mode and some game missions, introduce some of the more interesting aspects of the environments. Experiment before you play the first mission. You can use terrain features as you would use shortcuts to finish missions ahead of your opponents and the cops.


SMUGGLER'S RUN
SMUGGLER'S MISSION
TURF WAR
JOYRIDIN'
OPTIONS
Pick a car, pick a level, and then buckle up for a go anywhere thrill ride.

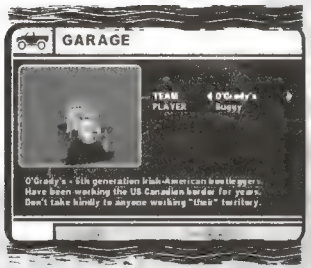
SELECT THIS MENU CHOICE TO ENTER THE FREE-ROAMING MODE OF *SMUGGLER'S RUN*.


GARAGE
TEAM PLAYER
The Forgotten Buggy
The Forgotten - Highly successful, paramilitary operation. Currently wanted by a host of US authorities, including the Border Patrol, the FBI, and the CIA.

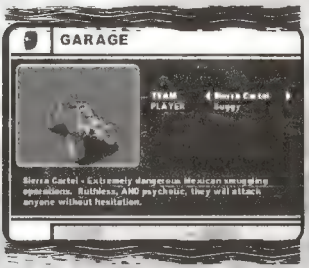
THIS BUGGY DISPLAYS THE COLOR SCHEME OF THE FORGOTTEN, YOUR GANG IN *SMUGGLER'S RUN*. THEIR COLOR IS RED.


GARAGE
TEAM PLAYER
A20's - Latin American paramilitary organization, with Communist sensibilities, but dominated by cult of personality. Smuggle to finance revolutionary activities.

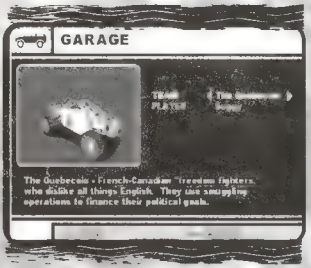
THE A20S USE BLACK AS THEIR PRIMARY VEHICLE COLOR.


GARAGE
TEAM PLAYER
O'Grady's Buggy
O'Grady's - 5th generation Irish-American bootleggers. Have been working the US Canadian border for years. Don't take kindly to anyone working "their" territory.

THE O'GRADYS WEAR GREEN WITH IRISH PRIDE.


GARAGE
TEAM PLAYER
Sierra Cartel Buggy
Sierra Cartel - Extremely dangerous Mexican smuggling operations. Ruthless, AND psychotic, they will attack anyone without hesitation.

THE SIERRA CARTEL'S BLUE VEHICLES STAND OUT AGAINST THE DESERT SAND AND SEND A VISUAL WARNING TO ANY NEARBY RIVALS.


GARAGE
TEAM PLAYER
The Quebecois Buggy
The Quebecois - French-Canadian "freedom fighters, who dislike all things English. They use smuggling operations to finance their political goals.

QUEBECOIS VEHICLES—YELLOW CHASSIS WITH A BURNING MAPLE LEAF—SYMBOLIZE REVOLUTION.

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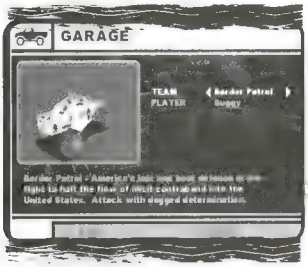
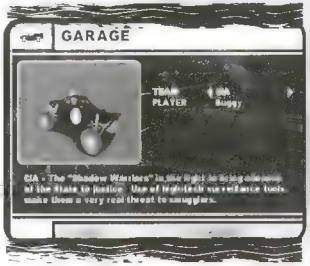
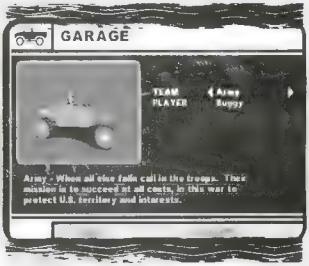

GARAGE
TEAM PLAYER
Border Patrol
Buggy
Border Patrol - America's last line of defense against the flood of illegal contraband into the United States. Attack with dogged determination.

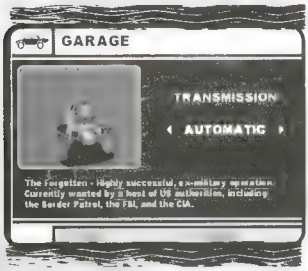
You don't want to see U.S. Border Patrol vehicles up close. If these white cars are on your tail, not even a run across the border can save you.


GARAGE
TEAM PLAYER
CIA
Buggy
CIA - The "Shadow Warriors" in the fight to bring criminals to the State to justice. Use of high-tech surveillance tools make them a very real threat to smugglers.

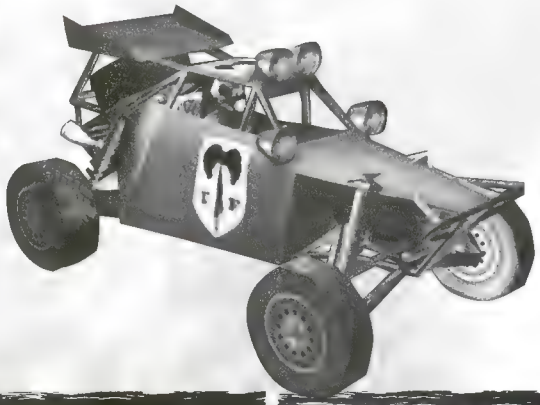
The CIA sneaks around in black vehicles—far more dangerous than the similarly colored A20 gang.


GARAGE
TEAM PLAYER
Army
Buggy
Army - When all else fails call in the troops. Their mission is to succeed at all costs, in this war to protect U.S. territory and interests.

The U.S. Army bullies gangs in its traditional olive drab vehicles. They step in when other branches of law enforcement face danger.

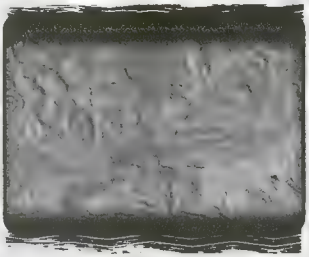

GARAGE
TRANSMISSION
AUTOMATIC
The Forgotten - Highly successful, ex-military operation. Currently wanted by a host of US authorities, including the Border Patrol, the FBI, and the CIA.

It's easier to use the automatic transmission, but experiment with the manual transmission in Joyridin'. Make a choice before you enter an environment.

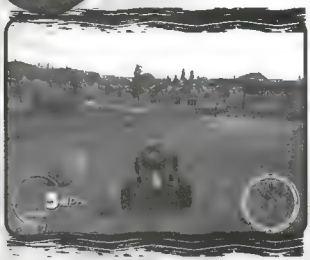


Forest

Choose the forest area to explore the green mountains near the U.S.–Canadian border.

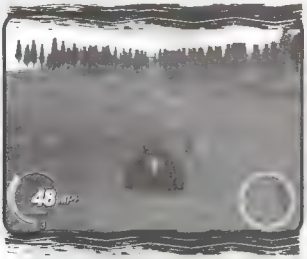


The load screen provides an aerial view of the forest area.

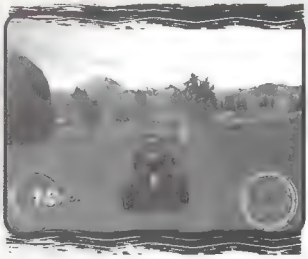


This small town is one of the few outposts of civilization in the mountainous region.

EUBANKS MOUNTAIN RISES IN THE DISTANCE. YOU CAN FOLLOW A ROAD TO THE MOUNTAIN'S TOP.

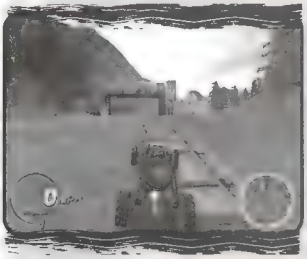


SMALL TREES LINE ONE OF THE MANY RIVERS IN THE FOREST REGION.



SOMEONE BUILT A SMALL GRAVEYARD IN THE FOREST.

THIS TRAIN MAKES DAILY TRIPS ON THE TRACKS THAT CRISSCROSS MOST OF THE FOREST.

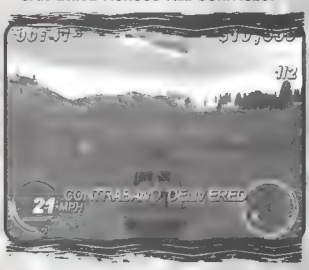


THIS TUNNEL, A GREAT SHORTCUT, CUTS STRAIGHT THROUGH SOLID ROCK AT THE BASE OF EUBANKS MOUNTAIN.

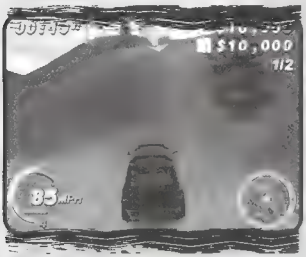
IN SOME MISSIONS, YOU'LL SEE TARGET FLARES NEAR ROADS AND IN THE MIDDLE OF FIELDS. YOU CAN DRIVE ACROSS ALL SURFACES.

YOU CAN'T DRIVE UP THE SIDES OF STEEP RIDGES LIKE THIS ONE. YOU MUST FIND YOUR WAY AROUND THEM OR ON TOP OF THEM FROM THE OTHER SIDE.

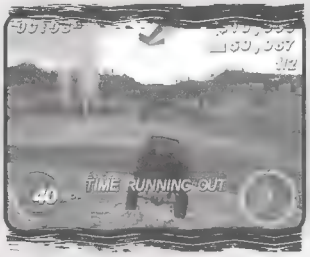
IT'S TOUGH TO DRIVE BETWEEN TREES AT HIGH SPEEDS, BUT IT'S A SNEAKY WAY TO FORCE OPPONENTS TO CRASH. PRACTICE IN JOYRIDIN'.



OPEN FIELDS ARE GREAT PLACES TO PICK UP SPEED. YOU DON'T MOVE AS FAST AS ON ROADS, BUT THERE ARE RELATIVELY FEW OBSTRUCTIONS.

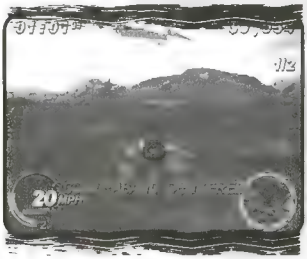


THE FOREST REGION HAS MANY SMALL HILLS. DRIVE FAST OFF THE TOP TO GAIN DISTANCE, OR SLOWLY TO AVOID A CRASH LANDING.



ALTHOUGH YOU CAN DRIVE THROUGH WATER, IT'S BETTER TO USE BRIDGES. IN THIS SITUATION, CLEAR THE WATER WITH A GOOD JUMP FROM THE RIVERBANK.

Railroad tracks make good substitutes for roads. If hit by a train, your vehicle will likely stall. Move just out of the train's path to maintain speed.

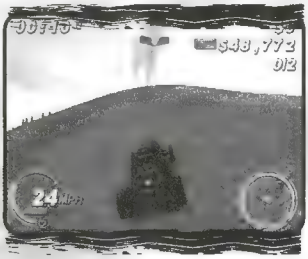


You can drive through water, but it slows your vehicle considerably. Use a bridge or wait until the water freezes.

Rocks like the ones ahead of the Buggy can stop a vehicle in its tracks. Even the little ones get in your way and can trap you if cops are on your tail.

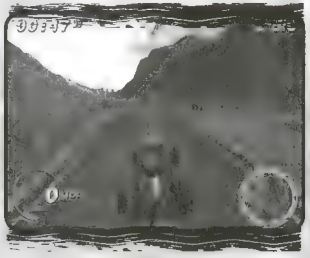
Here's an example of a bridge that beats driving through water; it spans a wide river and connects directly to the forest's roads.

This is the perfect situation for crossing water without using a bridge. The river's not too wide—with a good jump off the bank, you'll never even touch water.

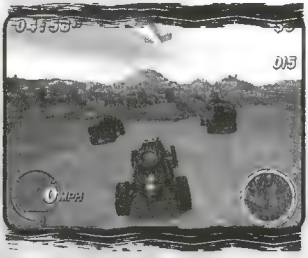


A steep hill like this slows your vehicle. Reach high speed before you head up, or you might slide down into the hands of cops.

Although these cabins have slanted roofs, don't try to use them as ramps. You crash as soon as you hit the cabin's side.

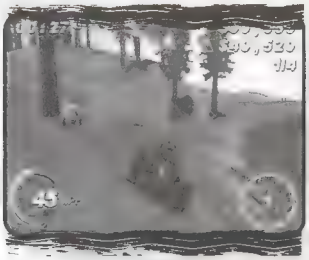


A road like this is the best way around the mountain on the right. Check the map for similar shortcuts.



When you team up with other members of your gang, leave them enough room to maneuver. If they get stuck near trees or other structures, they can't help you finish a mission.

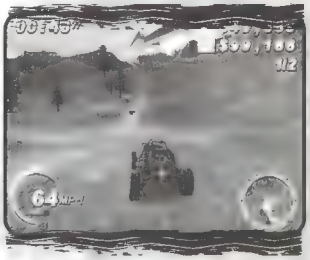
Sneak between houses like the ones on the left to elude cops or rival gangs, but there's only enough room for one vehicle.



Lead cops into trees for quick escapes. In this situation, you can dash past the right-hand cop on the flat surface while he recovers from bumping the tree.

This image shows a dangerous landing. Adjust the pitch of the Buggy so you land either between the rocks or far to the left of them.

Police vehicles sometimes block the road to halt a high-speed chase. Evasive action is now required. If you crash into the police cars, your engine will stall.



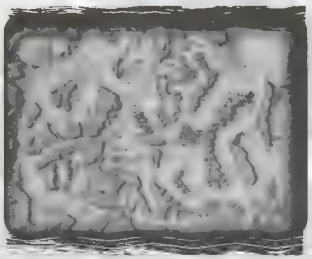
Speed along this dirt road rather than drive over the hills and mountains through which it passes. Cops can close in on you, but your speed on the flat surface more than compensates.

This tunnel provides a shortcut through some hills and trees—not as essential a shortcut as the tunnel through Eubanks Mountain.

This tunnel is crucial. You can't drive over the mountain to the right of the entrance.

Desert

Choose the desert region to explore the area near the U.S.–Mexican border.



The load screen provides an aerial view. Geographic features aren't as prominent in an area of mostly sand and rock, but note the ridges that segment the desert floor.

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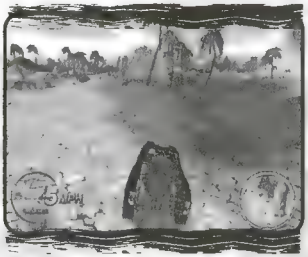
This airport plays a pivotal role in many missions as a site for both picking up and dropping off contraband.

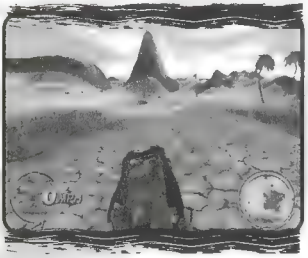
This valley contains a couple of houses, but it mainly serves as a shortcut between the incredibly tall rock formations.

You drive through this tiny village in your travels. It's amazing that they strung telephone and electricity lines this far into the desert!

A huge gate marks the entrance to this town; villagers use it to keep out undesirables. Nearby pipes prevent entry by air.



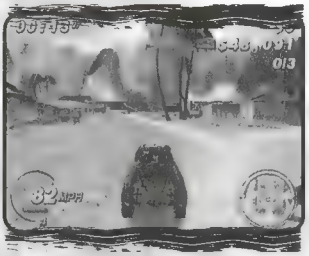
This oasis is one of the few places with pooled water. Pursuers slip in the mud.



This peak makes a good landmark, but forget about driving over it or even up its side.

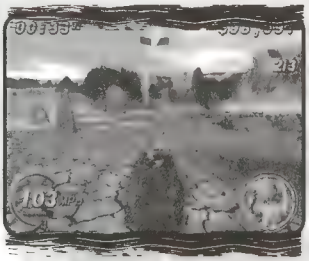
This view is typical of the desert—a flat surface with rocks and mountains on either side.

The few border outposts get little use because there are so many other ways across.



The town behind the steel gate makes a poor picture postcard. That's why most of your stays are short.

Some ridges and dunes provide nice niches to stash contraband. Look for the flare's smoke plume to home in on its location.

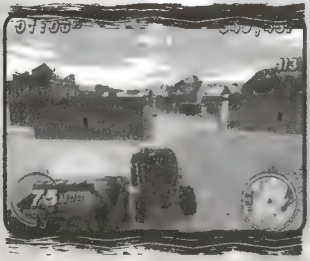


The area near this cracked earth contains many rocks. Stay along the edge to avoid nasty crashes.

This border outpost is tougher to run past because of nearby guards and natural boundaries.

These lines end behind the airport tower—a good meeting place for gangs because of its seclusion.

Windmills provide cheap power to the few nearby houses and the airport.



This village near the collapsed fort has houses arranged in rows. Be wary of a trap: border patrol guards make their rounds outside the town limits.

This ruined fort often contains contraband. Learn to sneak in and out without slowing down.

To make it through a valley like this, slow down and speed up with the ups and downs of the dunes. If you try to move too fast, you are sure to crash somewhere in the middle.

Animals sometimes get in your way. Don't worry, you're vehicle won't suffer any damage.

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SMUGGLER'S RUN

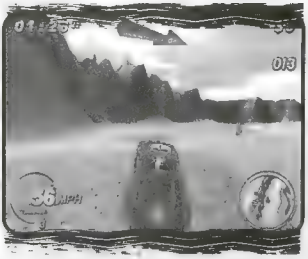
This canyon is particularly tricky to explore because other gang members and law enforcement vehicles crash into you at the bottom.

The opening to the left leads down a long wooden stairway; to the right are tricky slopes.

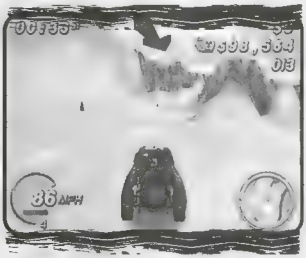
The desert, too, has steep slopes. Build up enough speed to reach the top or you will have to try again.

The area ahead is the bumpiest in the desert area; slow down rather than try to jump all the dunes.

The wooden steps can be climbed more easily than other slopes, but maintain your speed to avoid falling off the left side.



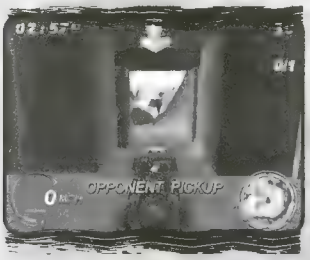
Mountains form a natural boundary in the desert region. Not even the best jump can clear them.



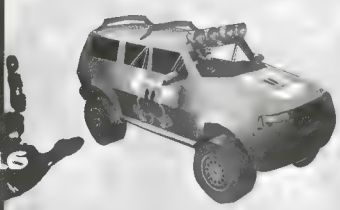
Some ridges create paths on either side. Check the map to see which leads you most directly to your destination.

One section of the desert has oil drills and pipelines. Drive carefully, or get a face full of metal.

This road ends in a leap of faith—like a ski jump with sand instead of snow. Land on all four wheels, or expect to stall.



One mission starting point is a temple in the upper left corner of the desert. Other missions occasionally return to this ancient structure.



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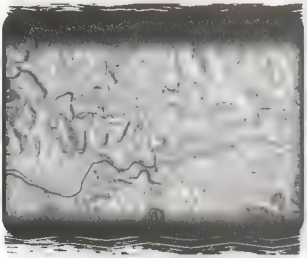
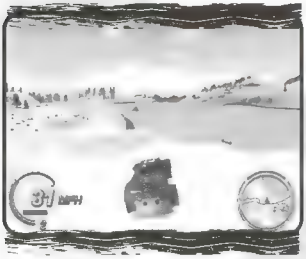
Snow

Choose the snowy region to once again explore the area near the U.S.–Canadian border.



The load screen provides an aerial view. Notice that the features are the same as the forest region's, but covered with snow and ice.

Trees poking out of a blanket of snow provide the only visible green.



A frozen lake makes a good shortcut.

Track other vehicles easily in the snow. Of course, they can find you just as easily.

Railroad tracks still make good shortcuts, and the tracks keep you from sliding.

This tunnel provides respite from the snow as well as a shortcut through Eubanks Mountain. You can pick up speed in tunnels, because the snow doesn't blow inside.

Check for the train before you enter. Trains still run in the snow.

Snow makes it easier to see roads and other landmarks.

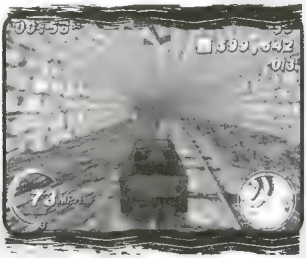
SMUGGLER'S RUN

The people in these houses have settled in for the winter.

Fortunately, snow hasn't taken out the transmission towers.

Use the rivers like roads, but compensate for sliding.

Eubanks Mountain looks good in the winter, but it's even tougher to ascend.

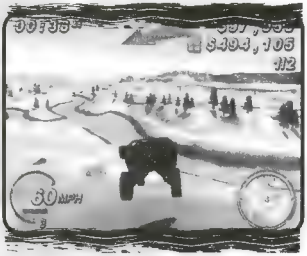


You have just enough room to avoid a train if it comes through the tunnel.

Near the border, snow extends as far as the eye can see.

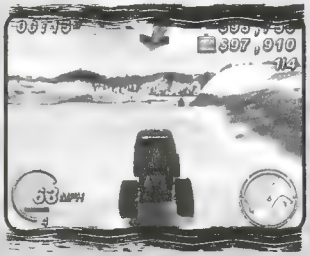
The lake ice never breaks, so don't worry where you drive.

You can probably beat this train to the bridge; just don't get caught in front of it.



Scenery like this makes the snowy region more exciting than the desert.

This river splits. You can ride along either side and hop over the hill if you need to reach the other side.



A view from the top of the frozen waterfall just before the Massive Truck goes over the edge. Waterfalls give you incredible jumping distance.

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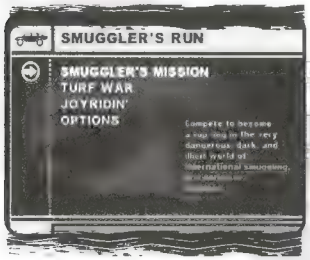
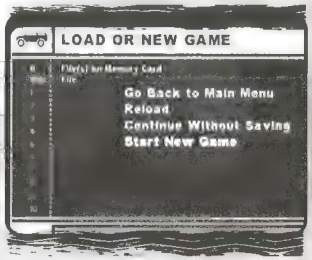
SMUGGLER'S MISSION

Smuggler's Mission introduces you, a fledgling smuggler, to the business of the Forgotten. You perform increasingly more difficult tasks and take on law enforcement agencies and other gangs. Missions begin along the northern border of the United States and move down to the U.S.–Mexican border. You then return to the U.S.–Canadian border in the winter for a series of challenging missions that end with a snowy assault on Eubanks Mountain.

Smuggler's Run has four types of missions. Most are of the first type: a series of pickups and drop-offs of contraband in which you race against the clock. In the second and similar type, you and up to three fellow gang members attempt to collect a predetermined number of contraband stashes ahead of a rival gang. The third type is a checkpoint race in which you must beat a rival gang's best drivers to the finish line. These are the most demanding missions, but by the time you reach the races, your driving skills have advanced. The final type also challenges you to knock over communications towers in a set time. You may finish some missions on the first try, but in most cases, success takes repeated attempts. Remember that the most direct route between waypoints—pickup or drop-off locations—is not always the best.



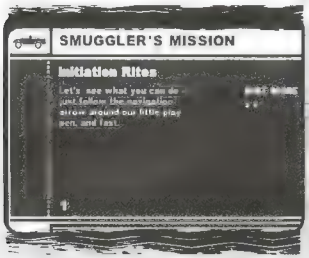
THIS SCREEN INTRODUCES YOU TO SMUGGLER'S MISSION.



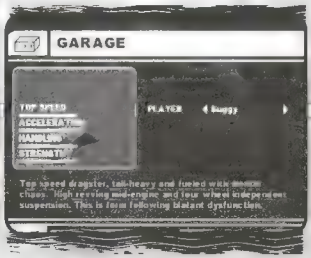
START A NEW GAME, OR SELECT A SAVED FILE.

NEW PLAYERS MUST ENTER A NAME UNDER WHICH THEY CAN SAVE THEIR GAMES.

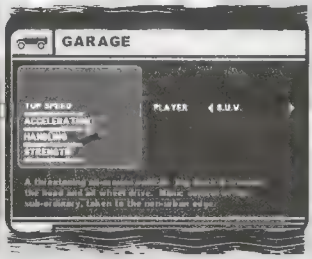
MISSION 1: INITIATION RITES



THE INTRODUCTION SCREEN DESCRIBES THE MISSION AND THE PEOPLE OR GANGS INVOLVED.



THE BUGGY IS AVAILABLE IN ALL MISSIONS.



THE S.U.V. IS ALSO AVAILABLE IN ALL MISSIONS. MORE VEHICLES ARE AVAILABLE FOR DESERT AND WINTRY MISSIONS.

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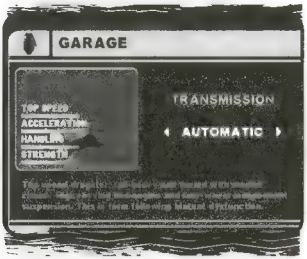
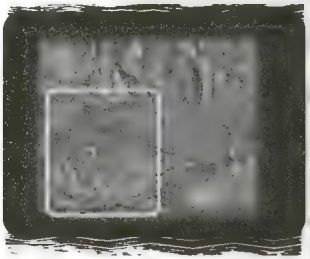
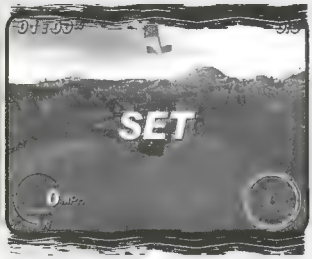


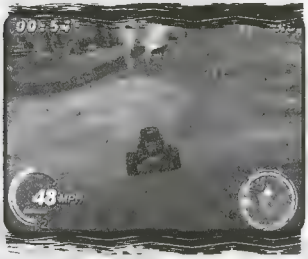
USE AUTOMATIC TRANSMISSION UNTIL YOU ARE COMFORTABLE WITH THE VEHICLE CONTROLS. IT'S DIFFICULT TO AVOID COPS AND REACH WAYPOINTS WHILE YOU SHIFT GEARS.



A MAP PROVIDES AN OVERHEAD OF LOCATION AND IMPORTANT WAYPOINTS WHILE THE MISSION LOADS. HERE, IT SIMPLY OUTLINES THE AREA BETWEEN WAYPOINTS.



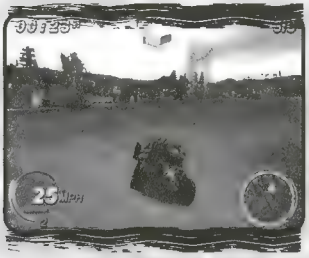
THE MISSION BEGINS ON A HILL ABOVE THE VISIBLE WAYPOINTS (RED FLARE SMOKE).



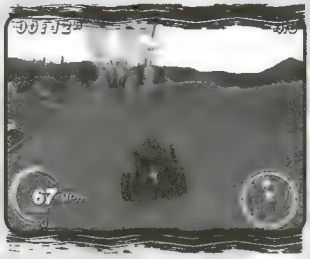
THE FIRST WAYPOINT LIES AT THE BOTTOM OF THE HILL.

THE SECOND WAYPOINT LIES ON A FIELD NEAR THE FIRST ONE.

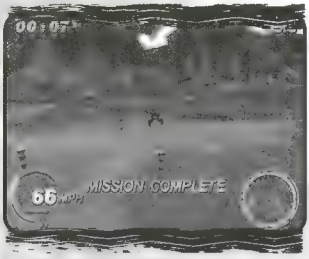
THE THIRD WAYPOINT IS NEAR THE FIRST TWO DESTINATIONS.



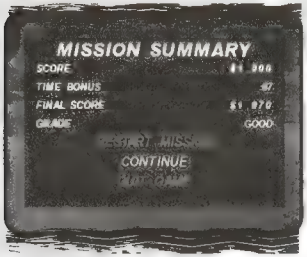
THE FOURTH WAYPOINT IS ON THE ROAD NEAR THE TOWN.



THE FIFTH WAYPOINT IS BACK ON THE GRASS ACROSS THE TOWN.

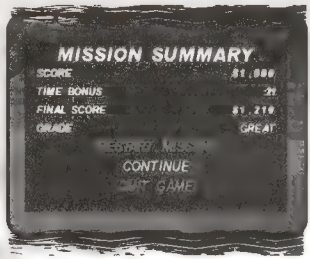


THE FINAL WAYPOINT LIES NEAR THIS MOUNTAIN. WHEN YOU FINISH, THE MESSAGE "MISSION COMPLETE" APPEARS. ONLY THEN CAN YOU BREATHE A SIGH OF RELIEF.



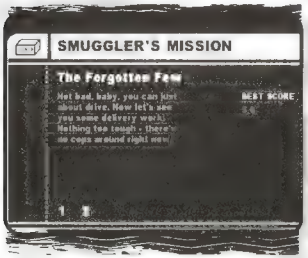
After you finish, a summary screen appears with your score, any time left on the clock, the final score and a rating. "GREAT" is the best rating, followed by "GOOD," "OK," and "BAD."

If you replay a mission and earn a higher score, this screen appears before the summary.

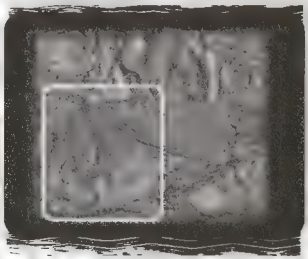


This summary screen displays the new high score.

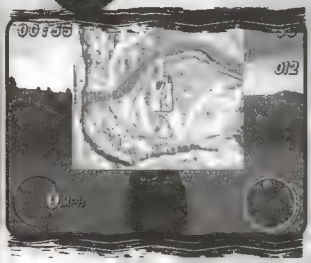
Mission 2: The Forgotten Few



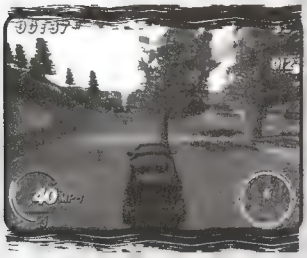
Enjoy this, the last mission without cops, while it lasts.



This mission takes place in the same general area as the first.



The in-game map gives your current position, as well as that of the contraband waypoints and other vehicles.



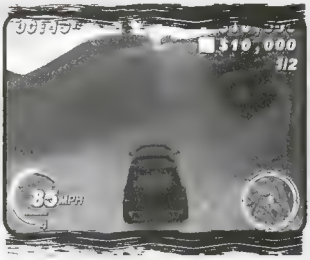
The first contraband pickup location is at the edge of town.

Follow the red arrow to the drop-off location.

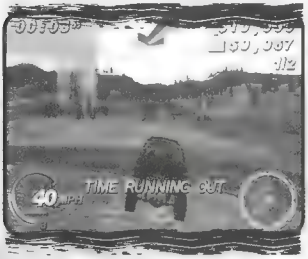
The first drop-off is on a hill just across town.

THE MESSAGE "**CONTRABAND DELIVERED**" APPEARS WHEN YOU SUCCESSFULLY DRIVE THROUGH OR FLY OVER THE FLARE SMOKE.

THE SECOND CONTRABAND PICKUP IS IN THE CENTER OF TOWN BEHIND THIS HOUSE.

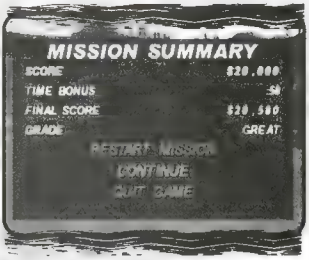


FOLLOW THE RED ARROW OVER THIS HILL.



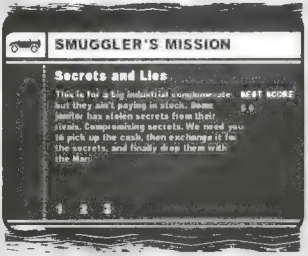
THE SECOND DROP-OFF IS NEAR THE BRIDGE. IF YOU MOVE TOO SLOWLY, THE MESSAGE "**TIME RUNNING OUT**" APPEARS ONSCREEN.

WHEW! YOU MADE IT JUST IN TIME.

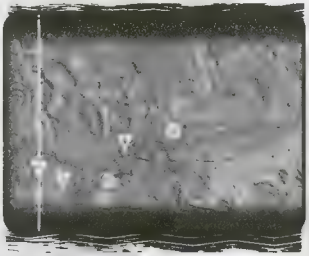


YOU EARN A "**GREAT**" RATING, DESPITE THE SMALL AMOUNT OF TIME LEFT ON THE CLOCK.

MISSION 3: SECRETS AND LIES

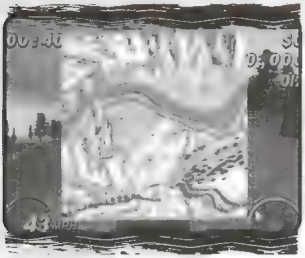


THIS MISSION ADDS COMPLICATIONS: THE TRANSFER OF CONTRABAND AND THE PRESENCE OF COPS.



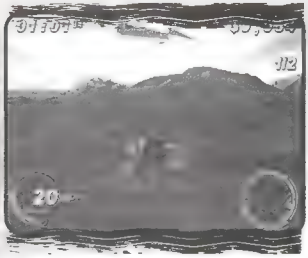
ON THIS MAP, TRIANGLES MARK PICKUP LOCATIONS AND CIRCLES MARK DROP-OFF LOCATIONS. THE WHITE TRIANGLE MARKS THE STARTING LOCATION.

THE FIRST CONTRABAND PICKUP LOCATION IS STRAIGHT AHEAD.

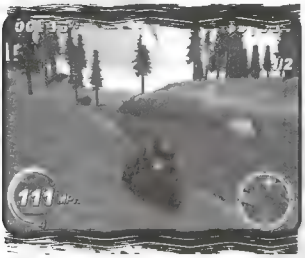


The map reveals a nearby police car (white arrow). Although you want to avoid cops, time restraints don't always allow it. In this mission, you can avoid the cops until the very end.

After the first pickup, take a hard right turn. Follow the railroad tracks to the first drop-off.



Cross the river to stay just out of the active detection radius of the nearby police car.

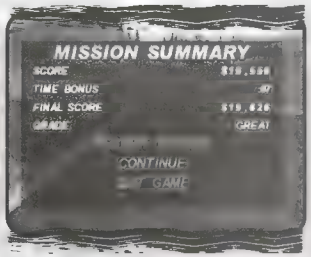


Cross the river after passing this rock to reach the second pickup.

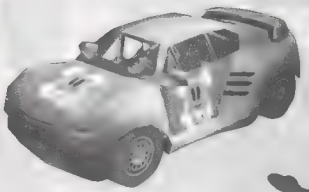
Drive up the road until you reach the waterfall. The drop-off is visible in the distance.

Stay on the left side of the river until you reach the second drop-off.

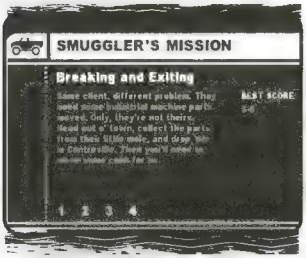
Even if the police give chase, they'll lag far behind.



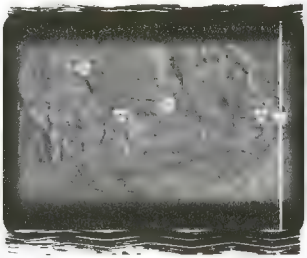
If you move fast enough, it's not hard to earn a "GREAT" rating.



Mission 4: Breaking and Exiting



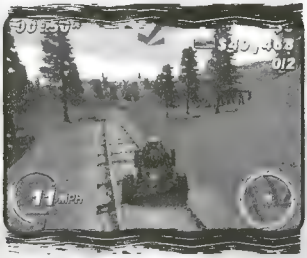
This mission also requires two deliveries, but pickup and drop-off locations are spread over a wider area.



The map shows the area you cover.

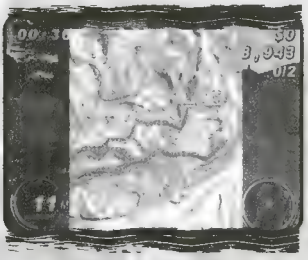
The first pickup is near the town.

Follow the road from the town until you reach this guardrail.



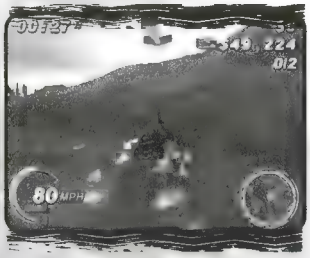
Follow the railroad tracks.

Take a left, and ride along the left side of the river.



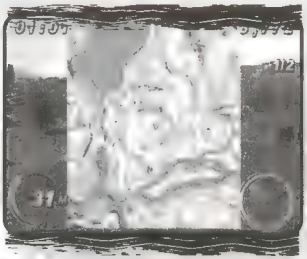
The cops are nearby, but there's plenty of room to avoid them.

Continue along the river past the cops.



Cross the river when you see the flare smoke.

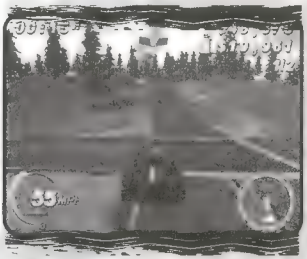
The first drop-off is at the top of this hill.



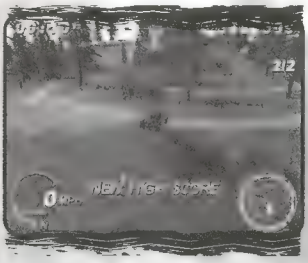
There are plenty of cops between your location and the next stash.

The second pickup is on the nearby bridge.

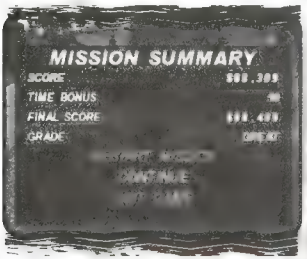
Follow the red arrow along the road.



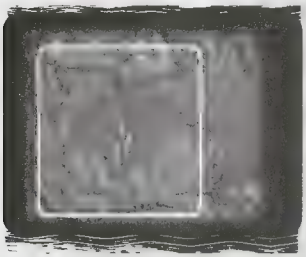
Cross through this intersection. You're almost there.



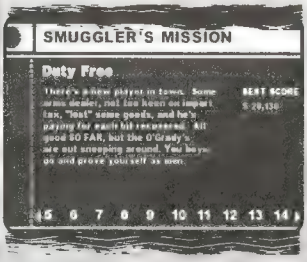
The second drop-off is near this cabin.



You can easily manage a "GREAT" rating, even with the cops on your tail.

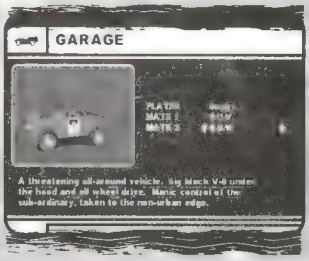


Mission 5: Duty Free



This is the first mission in which you compete against a rival gang, in this case it's the O'Gradys.

The map shows the area in which your gang will go up against the O'Gradys.


GARAGE
A threatening all-around vehicle. Big block V-8 under the hood and all wheel drive. Manic control of the sub-ordinary. Taken to the non-urban edge.

This is also the first mission in which your fellow gang members can help you. Put each in an S.U.V., which can take more damage and thus provide heavy backup.

PRIMAGAMES.COM

THE MISSION BEGINS WITH FIVE MINUTES ON THE CLOCK. YOUR GANG MUST MAKE FIVE DELIVERIES BEFORE THE O'GRADYS DO.

ONE OF YOUR GANG MAKES THE FIRST PICKUP AND DELIVERY.

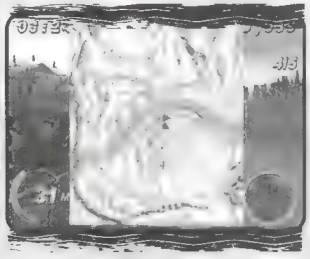
THE NEXT PICKUP AND DROP-OFF ARE BOTH IN THE SAME AREA BEYOND THE TOWN.

DON'T BE SURPRISED IF YOUR GANG DOES MOST OF THE WORK FOR YOU IN THIS MISSION.

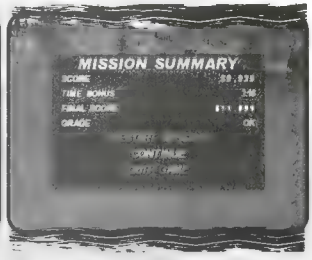
MAKE THE THIRD PICKUP NEAR THIS GIANT ROCK.

DELIVER THE FOURTH CRATE OF CONTRABAND IN THE RIVER.

CROSS THE RIVER TO THE FINAL PICKUP.

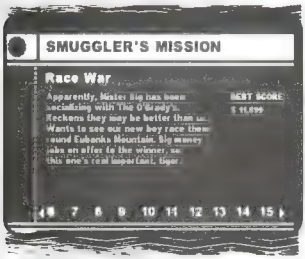


THIS MAP SHOWS ALL GANG MEMBERS AS WELL AS PICKUP AND DROP-OFF LOCATIONS.

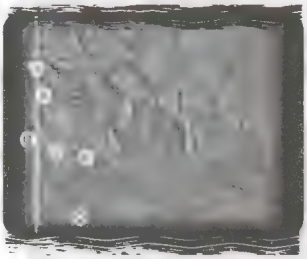


DELIVER THE FINAL WOODEN CRATE TO COMPLETE THE MISSION.

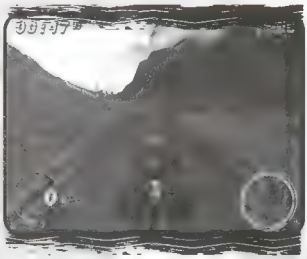
Mission 6: Race War


SMUGGLER'S MISSION
Race War
Apparently, Mateo Big has been
BEST SCORE
$ 11,699
Wants to see our new boy race them
round Eubanks Mountain. Big money
this one's real important, tiger.
6 7 8 9 10 11 12 13 14 15

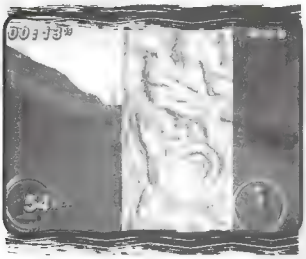
This is the first checkpoint race. You race the O'Gradys around Eubanks Mountain.



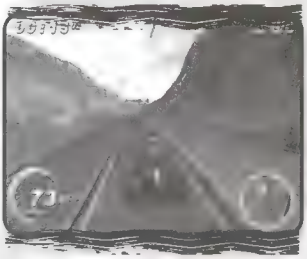
The map shows the position of the checkpoints (circles) near Eubanks Mountain.



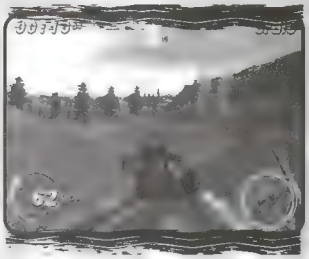
You must maintain at least third place throughout most of the mission. Overtake lead cars when you can, but don't drop past third.



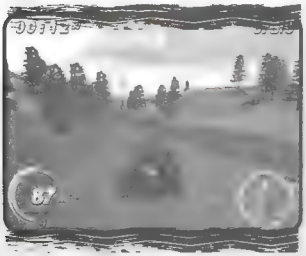
The map shows checkpoints and racing car positions.



Red smoke marks the first checkpoint ahead.



The second checkpoint is along this curve.

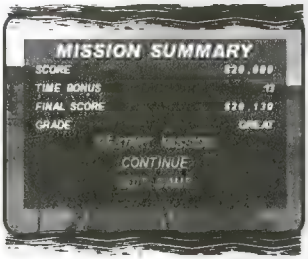


The third checkpoint is just beyond the trees.

The fourth checkpoint is very close to the third. If you stay on a straight line, you clear them both.

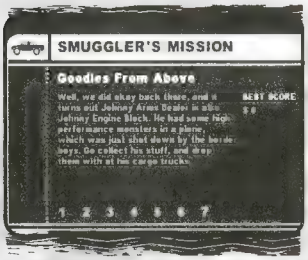
The final checkpoint is in the town just ahead. You must drive flawlessly to overtake the lead cars and win.

There's the finish line. You may reach first place in the last seconds, but you still win

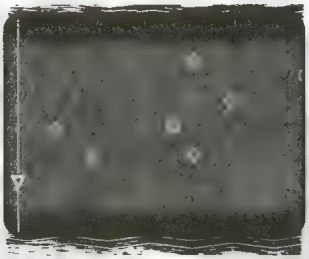


Maintain your speed and earn a "GREAT" rating.

Mission 7: Goodies from Above


SMUGGLER'S MISSION
Goodies From Above
Well, we did okay back there, and it turns out Johnny Arms Dealer is also Johnny Engine Block. He had some high performance monsters in a plane, which was just shot down by the border boys. Go collect his stuff, and drop them with at his cargo trucks.
BEST SCORE
$0
1 2 3 4 5 6 7

This mission requires more deliveries, spread all over the area near the lake and waterfalls.

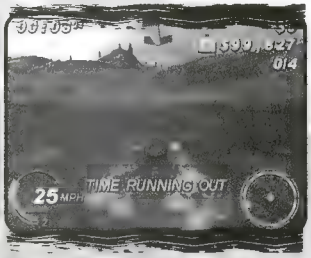


The pickup and drop-off locations cover most of the map.

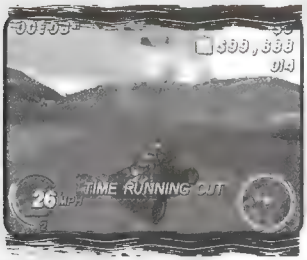
The first pickup is straight ahead near the outskirts of town.

Sneak around the graveyard to avoid the cops.

Go left at the graveyard, then head toward the river on a straight line with the flare smoke.



Cross the river and make it to the drop-off just in time.



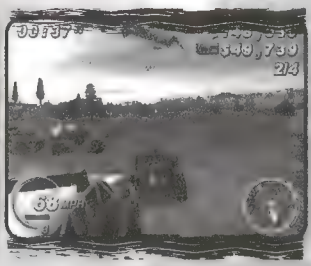
SPIN OUT NEAR THE DROP-OFF SO THAT YOU FACE AWAY FROM THE COPS.

THE SECOND PICKUP IS STRAIGHT AHEAD, NEAR THE RIVER.

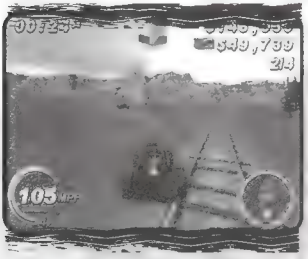
STAY ALONG THE RIVER'S EDGE TO AVOID TREES AND HILLS.

FLY OVER A HILL NEAR THE FIRST WATERFALL TO LAND NEAR THE SECOND DROP-OFF. ADJUST THE PITCH OF THE VEHICLE IN MIDAIR TO LAND ON ALL FOUR WHEELS.

CROSS THE BRIDGE TO PICK UP THE THIRD ITEM OF CONTRABAND.



SPIN OUT AND GO BACK OVER THE SAME BRIDGE TOWARD THE DROP-OFF LOCATION. AVOID THE POLICE BLOCKADE.

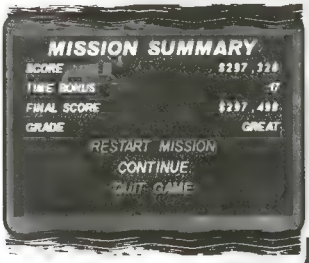


RIDE THE RAILROAD TRACKS TO THE THIRD DROP-OFF NEAR THE TRUCK.

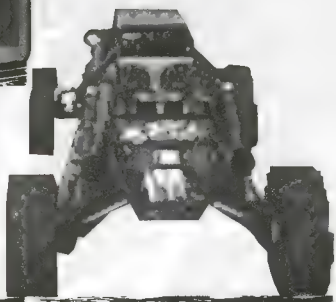
THE FINAL CONTRABAND ITEM WAITS FARTHER ALONG THE RAILROAD TRACKS. UNFORTUNATELY, THE COPS ARE CLOSING IN.

THE FINAL DESTINATION LIES AT THE BASE OF THIS WATERFALL. DON'T HIT THE ROCKS, OR THE COPS WILL CATCH YOU. LAND SO THAT A FEW MORE FEET PUTS YOU AT THE FLARE SMOKE.

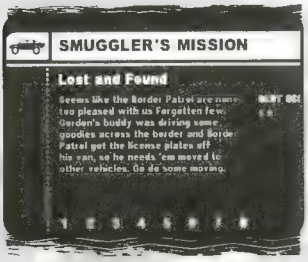
THE COPS ARE RELENTLESS.



EXTRA SECONDS ON THE CLOCK MEAN A BIG BONUS ON YOUR SCORE.



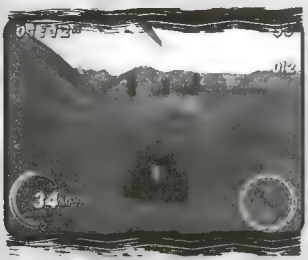
MISSION 8: LOST AND FOUND


SMUGGLER'S MISSION
Lost and Found
Seems like the Border Patrol are not too pleased with us Forgotten few. Gordon's buddy was driving some goodies across the border and Border Patrol got the license plates off his van, so he needs 'em moved to other vehicles. Go do some moving.

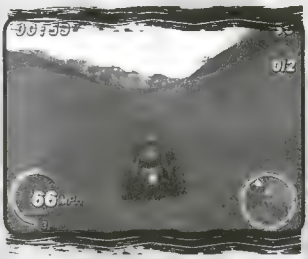
THERE ARE FEWER DELIVERY MISSIONS, BUT THEY TAKE PLACE ON MORE CHALLENGING TERRAIN.

THE MAP SHOWS THE SPECIFIC PICK-UP AND DROP-OFF POINTS.

CLIMB THIS HILL FIRST.



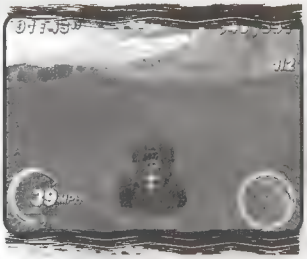
THE FIRST PICKUP IS ACROSS THIS FIELD.



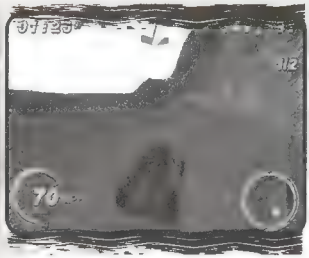
GO OVER THIS LOW HILL TO THE FIRST CONTRABAND ITEM.

THE FIRST DESTINATION IS IN THESE HILLS.

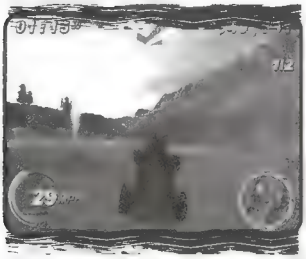
The flare smoke marks the first drop-off atop a small mountain.



Cross this field, then bear left.

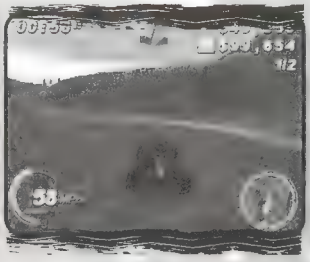


Ride along the mountains on the right.



The second pickup is just over a rise. The contraband waits in the middle of a dirt road.

Follow the dirt road between the hills.



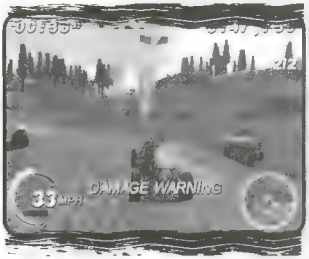
Although the red arrow sometimes points in a different direction, continue to follow the dirt road.

At this slope, you can pick up speed.

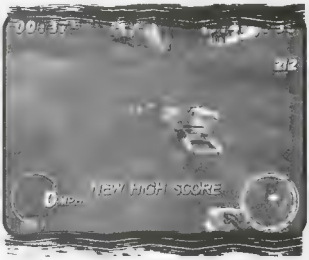
The second drop-off is near this tunnel, where a helicopter waits.

Second delivery done, the mission continues. Drive through this tunnel to find one more pick-up.

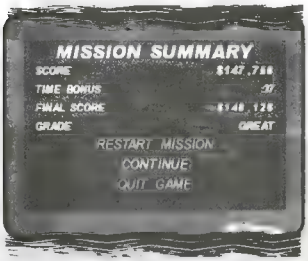
FOLLOW THE ROAD TOWARD THIS CABIN.



THE EXTRA DESTINATION IS IN THE MIDDLE OF THIS RIVER.

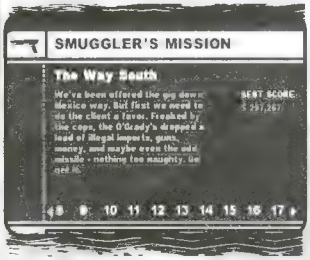


YOU EASILY END UP WITH LOTS OF TIME ON THE CLOCK.

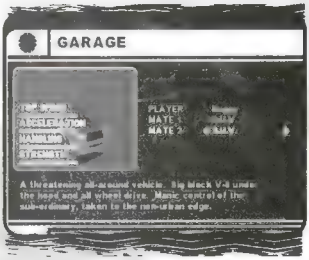


THE SUMMARY SCREEN RATES YOUR EFFORTS.

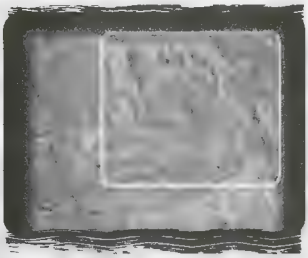
MISSION 9: THE WAY SOUTH



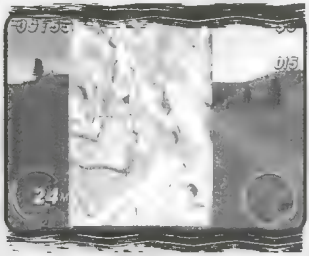
THIS IS ANOTHER GANG CHALLENGE. YOUR TEAM'S OBJECT: BEAT THE O'GRADYS TO FIVE DELIVERIES.



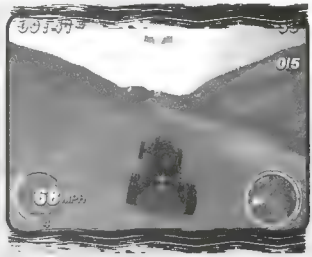
ONCE AGAIN, PUT EACH TEAM-MATE IN AN S.U.V. TO BLOCK RIVALS AND GIVE YOURSELF A BETTER CHANCE TO SNAG THE CONTRABAND.



THIS MAP SHOWS THE GENERAL AREA IN WHICH YOUR GANG AND THE O'GRADYS RACE FOR THE CONTRABAND.



THIS MAP SHOWS THE STARTING LOCATION OF THE VEHICLES.



THE O'GRADYS ALWAYS GET THE FIRST PIECE OF CONTRABAND.

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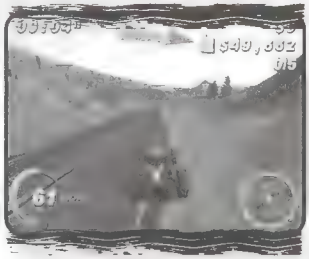
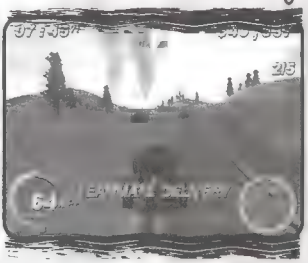
There's just enough time to bump one of the rival vehicles and steal the contraband.



Follow the red arrow to the first destination.

Here's the first drop-off. Don't waste any time; move right on to the next pickup.

One of your teammates snagged the contraband. Provide backup so a rival doesn't steal it.

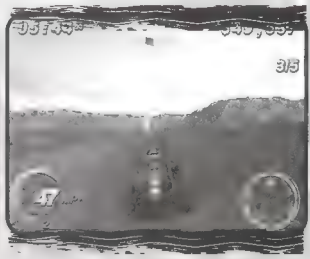


"TEAMMATE DELIVERY" looks as good as the message when you make a personal delivery.

Your teammates excel, often reaching the contraband before you or the O'Gradys.

Ride along the railroad tracks to the next destination.

Your teammate will likely make the third delivery.



The fourth pickup is just over this hill.

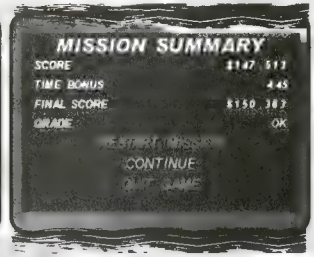
BUMP YOUR RIVAL TO SNAG THE CONTRABAND.

FOLLOW THIS ROAD TO THE NEXT DESTINATION.

THE POLICE CARS ARE WEAK, BUT SOME APPEAR NEAR THE FOURTH DROP-OFF.

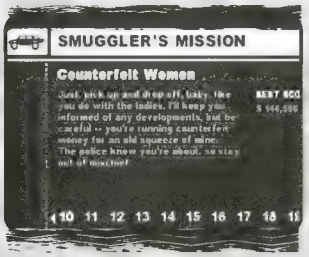
ONCE AGAIN, YOUR TEAMMATE PULLS HIS OWN WEIGHT.

ONE OF YOUR TEAMMATES WINS THE MISSION FOR YOU; YOU DON'T HAVE TO MAKE THE FINAL DELIVERY PERSONALLY TO FINISH.



IF YOUR TEAM MOVES QUICKLY, A FEW MINUTES REMAIN ON THE CLOCK. THIS EXTRA TIME COVERS YOU IN CASE THE O'GRADYS MAKE A DELIVERY OR TWO.

MISSION 10: COUNTERFEIT WOMEN


SMUGGLER'S MISSION
Counterfeit Women
Just pick up and drop off, baby, like you do with the ladies. I'll keep you informed of any developments, but be careful -- you're running counterfeit money for an old squeeze of mine. The police know you're about, so stay out of mischief.
BEST SCO
$ 144,686
10 11 12 13 14 15 16 17 18

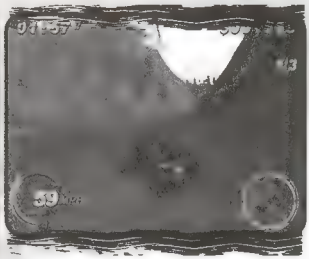
YOU RUN COUNTERFEIT MONEY IN THIS MISSION. EXPECT LAW ENFORCEMENT VEHICLES TO COME OUT OF THE WOODWORK.

THE MAP SHOWS ALL OF THE PICKUP AND DROP-OFF LOCATIONS; THEY COVER THE AREA TO THE LEFT OF THE LAKE.

THE FIRST BRIEFCASE OF COUNTERFEIT BILLS IS STRAIGHT AHEAD.

FOLLOW THE RED ARROW UP THE HILL TO THE RIGHT OF THE TUNNEL.

HERE'S THE FIRST DROP-OFF.

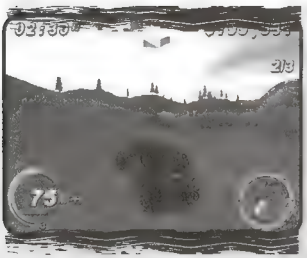


DRIVE BETWEEN THESE HILLS TO THE NEXT PICKUP.

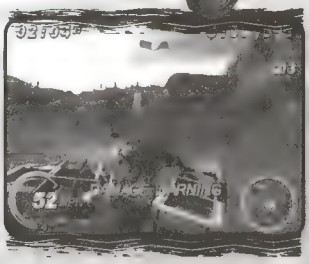
CONTINUE ALONG THIS ROAD TO GET THE CASH.

THE COUNTERFEIT MONEY IS WELL-HIDDEN UP ON THIS HILL.

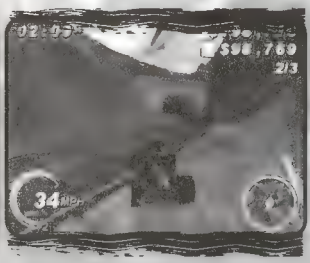
THE SECOND DROP-OFF IS NEAR THESE SECLUDED CABINS.



PASS THIS POLICE BLOCKADE AS QUICKLY AS POSSIBLE.



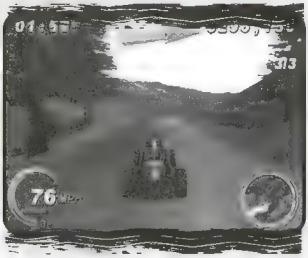
THE COPS RAM YOU AS YOU APPROACH THE CASH, BUT IT GETS EASIER AFTER YOU ELUDE THEM.



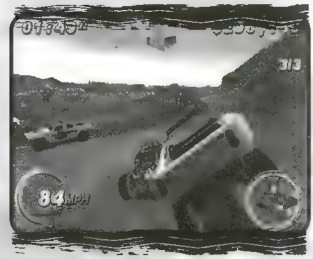
HEAD FOR THIS TUNNEL TO LOSE THE COPS.

UNFORTUNATELY, MORE POLICE CARS BLOCK THE ROAD ON THE OTHER END. GO LEFT THROUGH THE PASS.

YOU FIND THE THIRD DROP-OFF JUST AFTER YOU TURN AWAY FROM THE COPS.



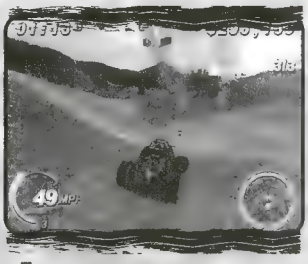
UNFORTUNATELY, YOU MUST MAKE ONE MORE STOP. FOLLOW THIS DIRT ROAD.



GO OVER THE NEXT HILL, AND PASS BY THE POLICE BLOCKADE TO REACH THE ASPHALT ROAD.

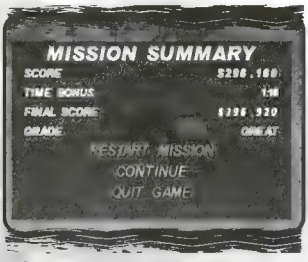
THE FASTEST ROUTE TO YOUR FINAL DESTINATION IS ACROSS THIS RIVER.

DRIVE TO THE OUTSKIRTS OF TOWN.



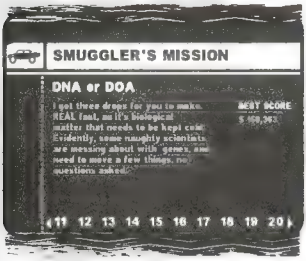
THE FINAL DESTINATION IS WITHIN SIGHT.

THE COPS ARE SO RELENTLESS THAT THEY SLAM INTO YOU EVEN AFTER YOU COMPLETE YOUR GOALS.

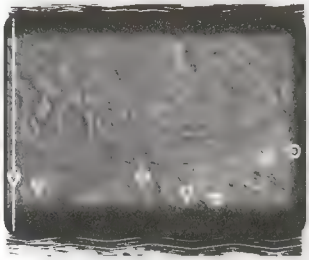


A MINUTE OR MORE LEFT ON THE CLOCK AT MISSION'S END EARNS YOU A "GREAT" RATING.

Mission 11: DNA or DOA

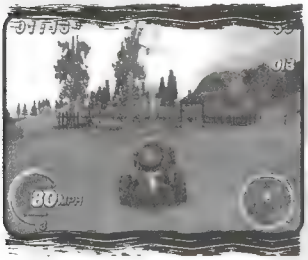

SMUGGLER'S MISSION
DNA or DOA
I got three drops for you to make. REAL fast, as it's biological matter that needs to be kept cold. Evidently, some naughty scientists are messing about with genes, and need to move a few things, no questions asked.
BEST SCORE
$ 150,243
11 12 13 14 15 16 17 18 19 20

The medical contraband must reach its destination, no questions asked.



The map shows all of the pickup and drop-off locations.

The first box is straight ahead.

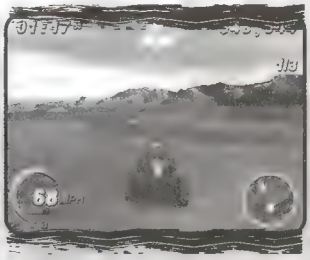


The graveyard contains your first pickup.

Tight timing marks this mission. Use the road to accelerate and save time.

Stay on the railroad tracks to maintain your speed.

The first drop-off is over the hill to the right of the railroad tracks.



Head straight to reach the second batch of medical contraband.

Pick up the box at the top of this hill.

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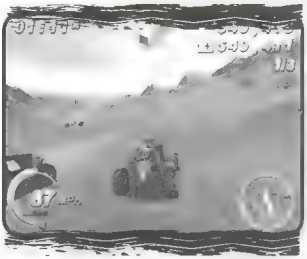
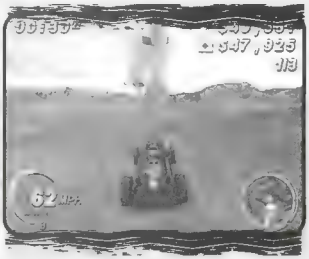
AVOID THE COPS AND HEAD TOWARD THE ROCKY AREA.



LAND ON ALL FOUR WHEELS AS YOU CROSS THESE ROCKS, OR THE COPS WILL OVERTAKE YOU.



THE SECOND DROP-OFF IS UNDERNEATH THE HELICOPTER.

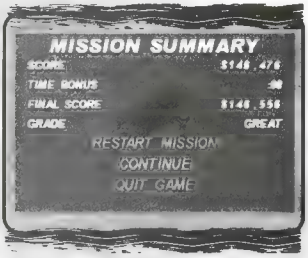
IT'S A LONG WAY TO THE NEXT PICKUP POINT. HEAD BACK OVER THE ROCKS, AND DRIVE THROUGH THE TUNNEL ON THE LEFT.

THE TUNNEL IS A GREAT SHORTCUT TO THE NEXT CONTRABAND LOCATION.

THE FINAL PICKUP IS RIGHT NEXT TO THE MOUNTAIN.

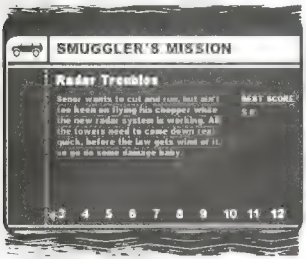
BACKTRACK THROUGH THE TUNNEL PAST THE PREVIOUS DROP-OFF POINT TO ANOTHER BUMPY AREA BENEATH THIS HILL.

THE FINAL DESTINATION IS NEXT TO THE TRUCK AND WATER TANKS.



AS YOU CAN SEE FROM THE SUMMARY, THERE'S NOT MUCH TIME LEFT WHEN YOU COMPLETE THIS MISSION.

Mission 12: Radar Troubles

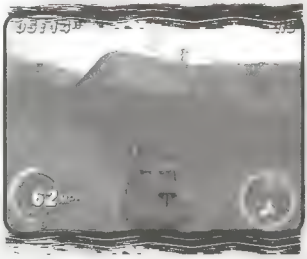


The only way for your accomplice to escape is for you to take out the radar towers. The S.U.V. is great for that.

This map shows the location of the radar towers around the lake.

First go to this radar tower near your starting point.

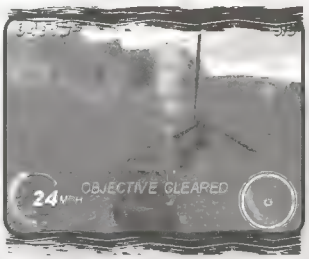
Ram the radar tower hard to knock it over and clear the checkpoint.



Build up speed to drive up the side of this hill.

The second radar tower is near the transmission towers.

Head across the river, and drive up this hill.



Here's the third radar tower. Knock it over and move toward the lake.

Climb this hill and follow the green arrow to the next radar tower.

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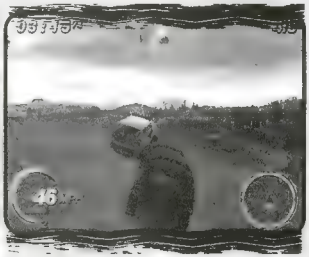
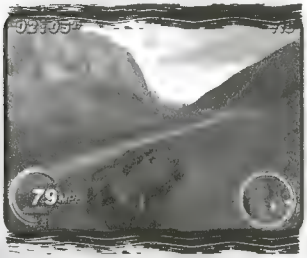
The fourth radar tower is near the long dirt road that weaves through the mountains.

Here's the fourth tower. One more to go.



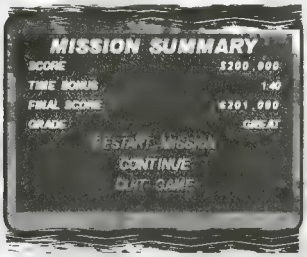
Drive over these hills toward the lake road.



Follow the road toward the green arrow.

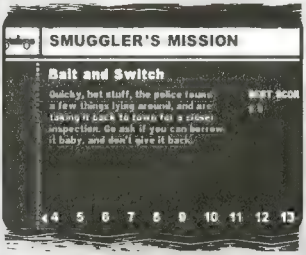
The final radar tower is past the railroad tracks near the lake.

Knock over the fifth radar tower to complete the mission.

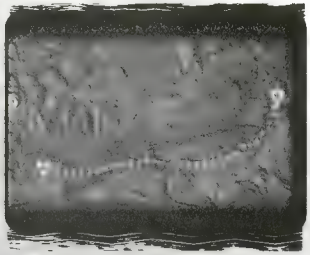


If you plan your route carefully, you still have a minute or two remaining.

Mission 13: Bait and Switch

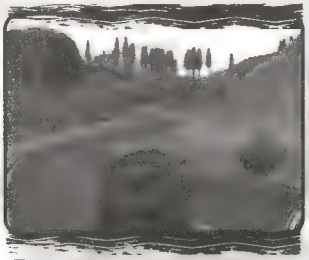

SMUGGLER'S MISSION
Bait and Switch
Quicky, bet stuff, the police found a few things lying around, and are taking it back to town for a closer inspection. Go ask if you can borrow it baby, and don't give it back.
BEST SCOR
4 5 6 7 8 9 10 11 12 13

This mission has just one piece of contraband to deliver. Unfortunately, someone else took it first. Use the S.U.V. to reach the other vehicle and snag the contraband.



The dotted line on the map shows the other vehicle's route. As long as you intercept the vehicle in time, you can return with the contraband to the drop-off location.

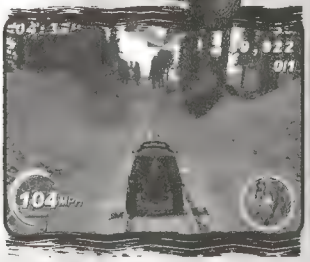
Follow this road in the direction of the green arrow.



Take this road past the big mountain until you see the railroad tracks.

Climb this hill to the railroad tracks.

Bump the vehicle with the blue arrow over it—the vehicle with the contraband.



Quickly turn around and retreat down the railroad tracks.

Follow the road along the river.

Cross the bridge and head toward Eubanks Mountain.

The road that winds around Eubanks Mountain begins at the base of the mountain near the tunnel.

Stay in the middle of the road that travels up the mountain so you don't fall off the edge.

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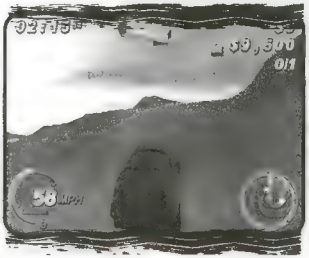
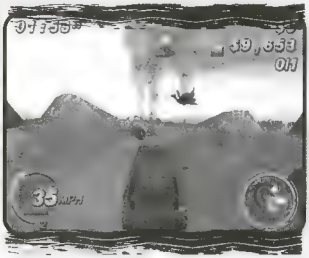
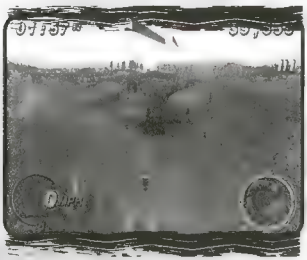
A TRICKY SPOT ON THE ROAD. IF YOU GO OVER THE HUMP TOO FAST, YOU GO OVER THE EDGE.



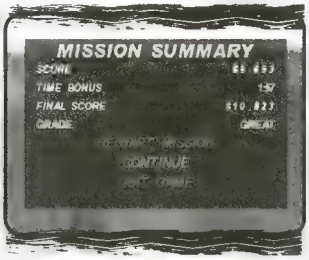
BUILD UP SPEED TO CLIMB STEEP SPOTS WITHOUT POLICE CARS CATCHING UP.



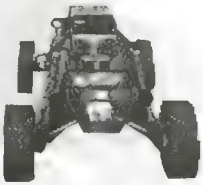
THE DROP-OFF IS ON THE VERY TOP OF THE MOUNTAIN.

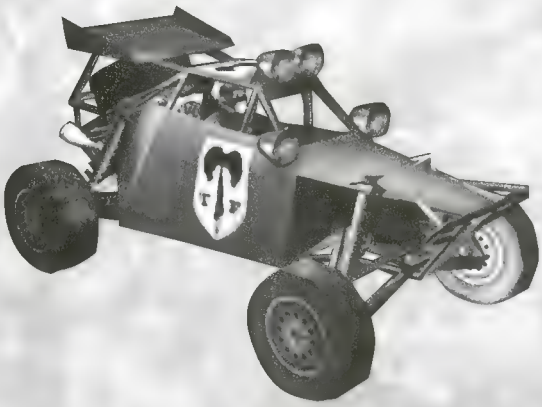


FINISH THE MISSION AND EARN THIS VIEW FROM THE TOP OF EUBANKS MOUNTAIN.

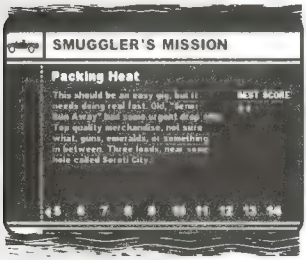


THAT FINISHES UP THE FOREST MISSIONS. NOW IT'S TIME TO HEAD TO MEXICO.

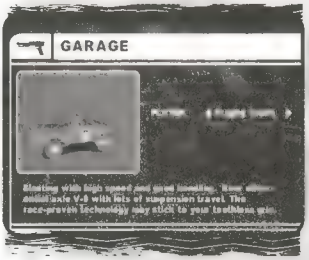




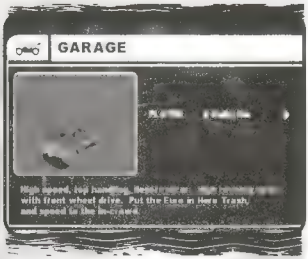
MISSION 14: PACKING HEAT



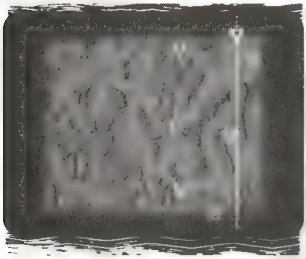
THIS IS THE FIRST MISSION NEAR THE U.S.–MEXICAN BORDER, WHERE THERE'S SAND AS FAR AS THE EYE CAN SEE.



THE TROPHY TRUCK BECOMES AVAILABLE. USE IT OFTEN—IT CAN TAKE A LOT OF DAMAGE AND MAINTAIN HIGH SPEEDS.

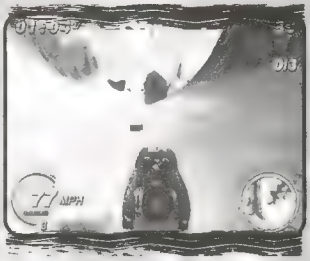


THE RALLY CAR JOINS YOUR FLEET; SMALL AND LIGHT, IT'S GREAT FOR DUNES AND RACING.



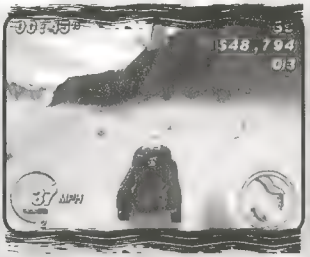
THIS MAP SHOWS THE PICKUP AND DROP-OFF LOCATIONS AMONG RIDGES AND SAND DUNES.

THE MISSION BEGINS AT THE AIRPORT.



THE FIRST PICKUP IS UP THE HILL.

HERE'S YOUR FIRST ENCOUNTER WITH THE U.S. BORDER PATROL. BLOW PAST THE GATE OR RUN OVER THE FENCE.



FOLLOW THE RED ARROW ALONG THIS MOUNTAIN.

HERE ARE THE GATES TO SOROTI CITY; INSIDE IS THE FIRST DROP-OFF LOCATION.

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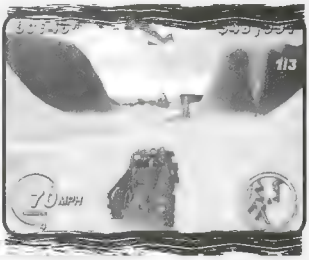
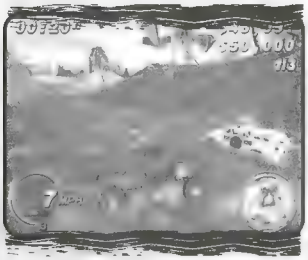
SMUGGLER'S RUN

THE RED FLARE SMOKE MARKS YOUR FIRST DESTINATION.

AFTER YOUR FIRST DELIVERY, SPIN OUT SO THAT YOU FACE THE GATES AND DRIVE OUT THE WAY YOU CAME IN.



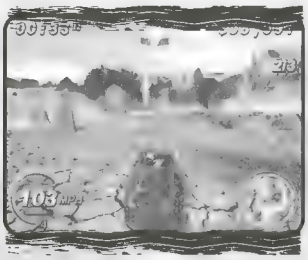
THE SECOND PICKUP IS IN A NICHE ALONG A TRAIL.



THE SECOND DESTINATION IS IN THIS OASIS—A PLACE YOU'LL SEE MANY TIMES.

FOLLOW THE GREEN ARROW TOWARD THE WINDMILLS.

HERE'S THE THIRD PICKUP LOCATION.



BE VERY CAREFUL BY THE ROCKS. BIG ONES STOP YOUR VEHICLE.

DRIVE THROUGH THE FENCE TO AVOID U.S. BORDER PATROL VEHICLES.

DRIVE TOWARD THIS WINDMILL TO REACH YOUR FINAL DESTINATION.

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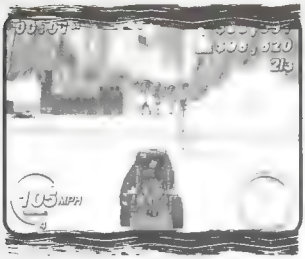
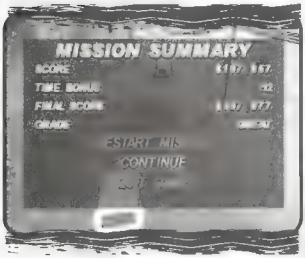


THE MISSION ENDS NEAR THE AIRPORT.

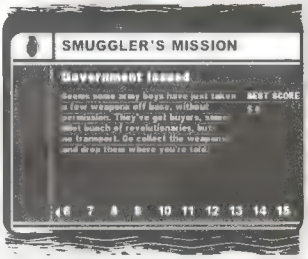
THE FINAL DROP-OFF IS BEHIND THE AIRPORT TOWER.

THE COPS AREN'T FAR BEHIND YOU AT DELIVERY.

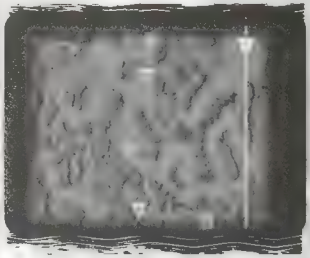


YOU FINISH THE MISSION WITH ONLY A FEW SECONDS TO SPARE.

MISSION 15: GOVERNMENT ISSUED



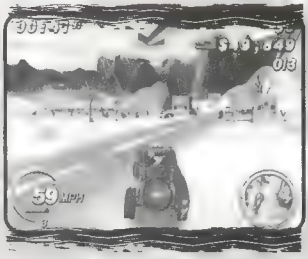
THIS MISSION IS DANGEROUS: TAKING CONTRABAND FROM THE U.S. ARMY.



THIS MAP SHOWS ALL OF THE IMPORTANT MISSION LOCATIONS.

HEAD TOWARD THIS HILL FOR THE FIRST CONTRABAND.

THE FIRST PICKUP IS BETWEEN THESE WINDMILLS.



DRIVE PAST THE BORDER GUARDS.

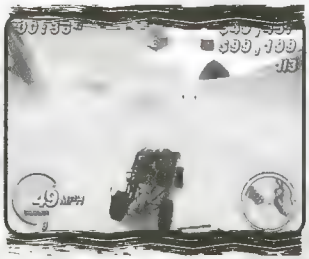
SMUGGLER'S RUN

DELIVER THE CONTRABAND NEAR THIS TRUCK.

HEAD INTO THE HILLS PAST THIS CRUMBLING WALL.

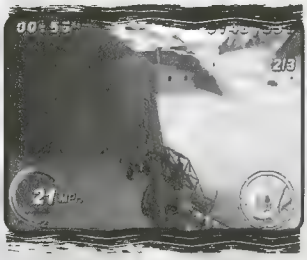
THE SECOND PICKUP IS IN THE CENTER OF THIS SMALL TOWN.

SNAG THE CONTRABAND AND HEAD OUT. THE COPS ARE ON YOUR TAIL.



AVOID THE COPS AND PICK UP SPEED AS YOU CLIMB THIS HILL.

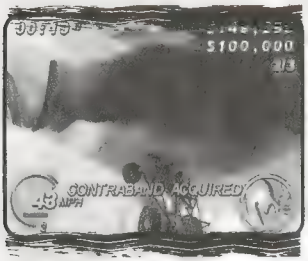
HEAD DOWN INTO THIS CRUMBLING FORT FOR THE SECOND DROP-OFF.



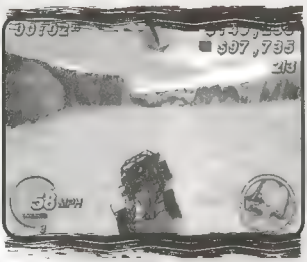
DRIVE CAREFULLY OUT THE OTHER SIDE. MORE POLICE CARS JOIN THE CHASE.

HEAD UP THIS STEEP SLOPE AND BEAR RIGHT.

DRIVE DOWN THE BUMPY INCLINE AND TAKE A HARD RIGHT TO THE FINAL STASH.



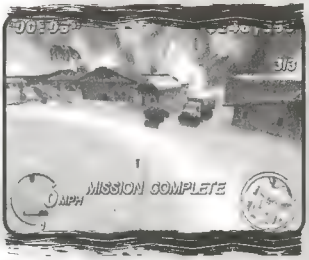
TURN AROUND BEFORE THE POLICE ARRIVE AND HEAD TOWARD THIS MOUNTAIN.



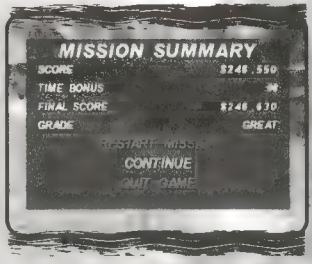
DRIVE OVER THE SLOPE IN THE DIRECTION OF THE RED ARROW. THE THIRD DESTINATION IS ALMOST IN SIGHT.

DRIVE INTO TOWN TO MAKE THE FINAL DELIVERY.

THE U.S. ARMY PURSUES YOU, TOO, BUT CAN'T STOP YOU THIS CLOSE TO YOUR GOAL.

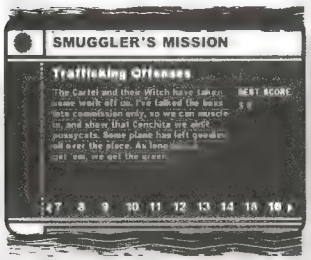


THIS SMALL DESERT TOWN MAKES A PERFECT PLACE TO TRADE CONTRABAND.

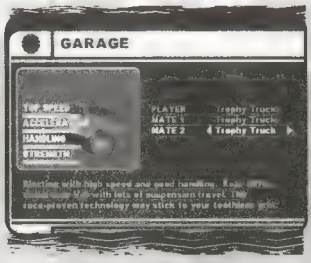


YOU EARN A "GREAT" RATING AS LONG AS YOU FINISH INTACT.

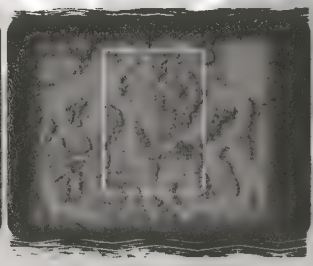
MISSION 16: TRAFFICKING OFFENSES



THIS MISSION IS A RACE AGAINST THE SIERRA CARTEL, ONE OF TWO GANGS WORKING THE AREA, TO COLLECT FIVE ITEMS OF CONTRABAND.



PUT YOUR TEAMMATES INTO TROPHY TRUCKS.



COLLECT CONTRABAND IN THE MARKED AREA.

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THE MISSION BEGINS IN THIS SMALL TOWN.

THE SIERRA CARTEL ALWAYS BEATS YOU TO THE FIRST PICKUP BECAUSE THEIR STARTING LOCATION IS CLOSER.

SLAM INTO THE CARTEL MEMBER CARRYING THE CONTRABAND AND STEAL IT.

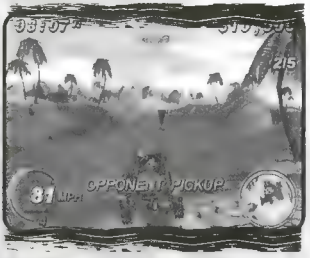
TURN AROUND TO FOLLOW THE GREEN ARROW.

IF YOU TRANSFER THE CONTRABAND TO A TEAMMATE, HE OFTEN DELIVERS IT WITHOUT PROBLEM. HEAD FOR THE NEXT PICKUP WHILE HE DELIVERS THE CONTRABAND.

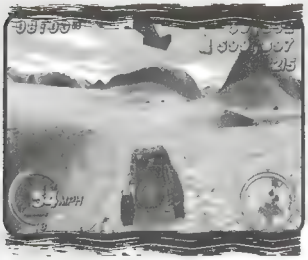
THE SECOND PICKUP IS IN THIS ABANDONED FORT.

LEAVE THE FORT AND HEAD TOWARD THESE ROCKS.

THE SECOND DROP-OFF LOCATION IS JUST OVER A RISE IN THE SAND.

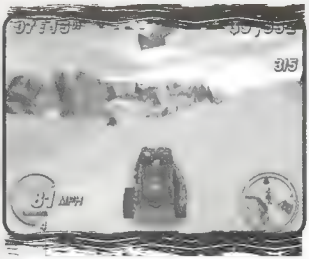


HEAD TO THE OASIS FOR THE THIRD PICKUP.



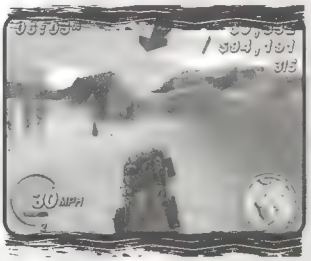
DRIVE PAST THIS PEAK TOWARD THE THIRD DROP-OFF DESTINATION.

TRANSFER THE CONTRABAND TO A TEAMMATE IN THE LAST SECONDS, THEN MOVE TOWARD THE NEXT PICKUP.



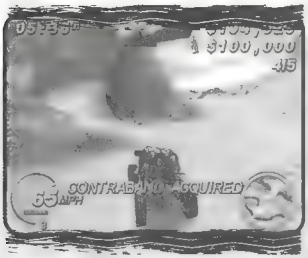
FOLLOW THE GREEN ARROW TO THE NEXT STASH. MOVE FAST—THE CARTEL SOMETIMES GETS AHEAD.

SNAG THE CONTRABAND IN THIS SMALL TOWN WHILE YOUR OPPONENTS CRASH INTO EACH OTHER.

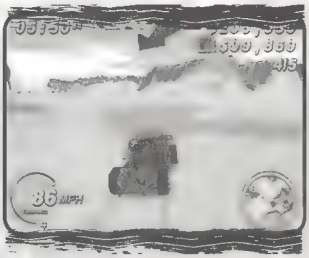


YOUR DESTINATION AND THE CARTEL'S ARE RIGHT NEXT TO EACH OTHER.

THE FINAL PICKUP IS AT THE BOTTOM OF THIS DANGEROUS CANYON.



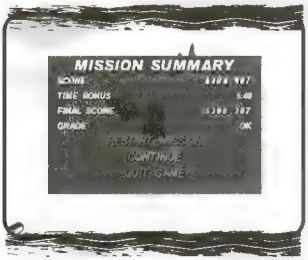
GRAB THE CARGO AND HEAD TOWARD THIS ROCK.



BUILD UP SPEED ALONG THIS FLAT PLAIN.

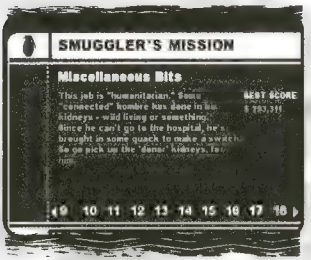
THE FINAL DESTINATION IS JUST TO THE RIGHT OF THE PALM TREES.

THE SIERRA CARTEL ARRIVES JUST AS YOU FINISH.

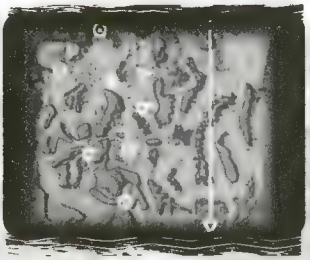


MOVE FASTER TO EARN A BETTER RATING THAN "OK."

MISSION 17: MISCELLANEOUS BITS

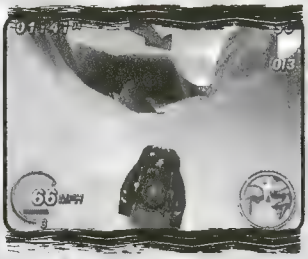


IT WAS ONLY A MATTER OF TIME BEFORE "ORGAN SMUGGLER" BECAME PART OF YOUR JOB DESCRIPTION.



THE MAP SHOWS PICKUP AND DROP-OFF LOCATIONS.

BEGIN IN THIS SMALL TOWN.



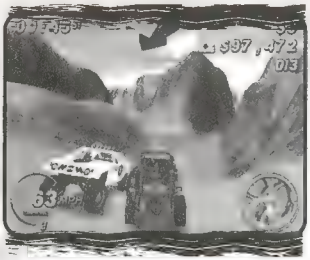
FOLLOW THE GREEN ARROW THROUGH THIS CANYON.

DRIVE PAST THE OPENING ON THE LEFT AND MOVE DOWN THE SLOPE.

MAKE THE FIRST PICKUP NEAR THIS ABANDONED CAR.

CONTINUE DOWN THE SLOPE. FOLLOW THE RED ARROW IF YOU GET LOST.

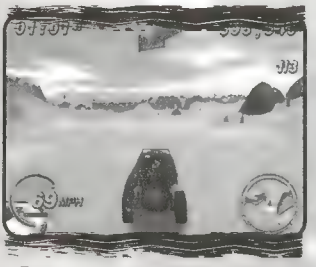
BUILD UP SPEED TO ASCEND THIS STEEP SAND DUNE. THE COPS WILL CATCH YOU IF YOU SLIDE BACK.



FOLLOW THE RED ARROW, AND DRIVE ALONG THE TRAIL TO THE LEFT SIDE OF THE PEAK.

THE BUMPY AREA AHEAD IS THE TRICKIEST PART. DRIVE FAST ENOUGH TO CLEAR THE DUNES, BUT CONTROL THE VEHICLE SO YOU DON'T CRASH.

THE FIRST DROP-OFF IS ON A TINY LEDGE PAST THE BUMPY SAND DUNES.



DRIVE OFF THE LEDGE AND FOLLOW THE GREEN ARROW TO THE NEXT PICKUP.

QUICKLY PASS THROUGH THIS TOWN TO COLLECT THE KIDNEYS.

BUILD UP SPEED ALONG THIS SLOPE.

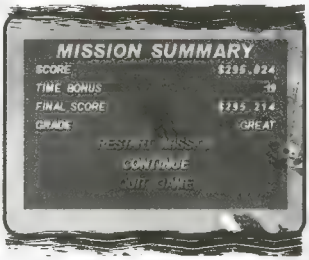
THE SECOND DROP-OFF IS IN THIS FAMILIAR ABANDONED FORT.

PASS THROUGH THE FORT AND HOP OVER THIS HILL TO FOLLOW THE GREEN ARROW.

THE LAST KIDNEY PICK-UP IS ON THE FLAT AREA NEAR THIS HIGH SAND DUNE.

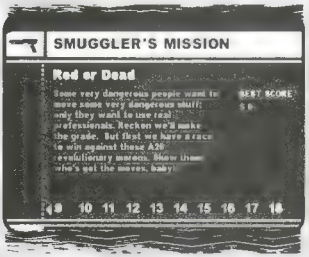
TIME IS RUNNING OUT. FOLLOW THE RED ARROW TO THE FINAL DESTINATION.

THE THIRD DROP-OFF IS AT THE BOTTOM OF THE ANCIENT TEMPLE STAIRS.

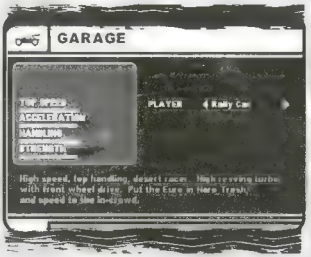


TIMING IS TIGHT. A FEW SECONDS LEFT ON THE CLOCK IS A BLESSING.

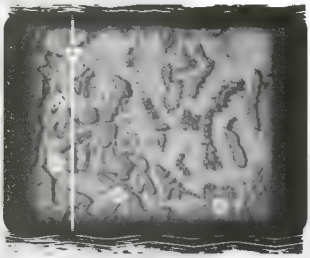
MISSION 18: RED OR DEAD



THIS IS A DIFFICULT RACE AGAINST THE A20 GANG. IF YOU'RE BEHIND THE OTHER VEHICLES AFTER THE THIRD CHECKPOINT, YOU MIGHT AS WELL START OVER.

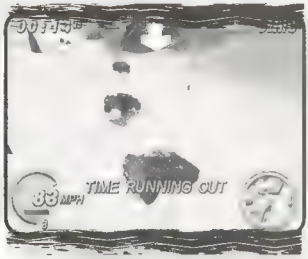


USE THE RALLY CAR; ITS WEIGHT AND SPEED HELP WITH TIGHT TURNS.



THIS MAP SHOWS THE CHECKPOINTS FOR THE RACE.

You begin behind; build up speed on this straightaway to catch up.

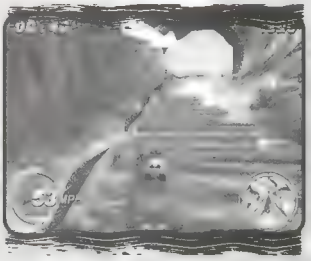


Try to force at least one vehicle to crash as you cruise through the first checkpoint.

The second checkpoint is right before this bumpy area.

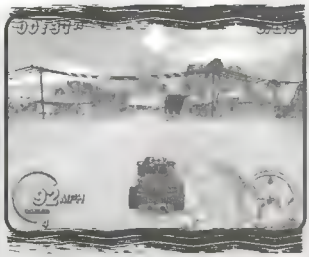
Stay in the middle of the road that goes through the bumpy area, or you lose your position.

The third checkpoint is at the base of the wooden stairs.



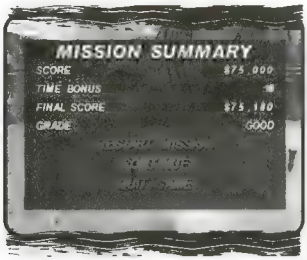
Drive up the stairs, but stay toward the middle so you don't fall off the left side.

The fourth checkpoint is next to this big rock.



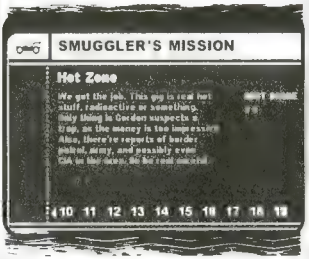
The final checkpoint is in the middle of town.

This close to the finish line, not even a bump from behind can steal your victory.

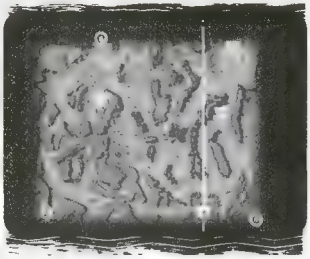


This is one of the toughest missions in the game. Don't worry about your rating. Just make it to the final checkpoint in first place.

Mission 19: Hot Zone

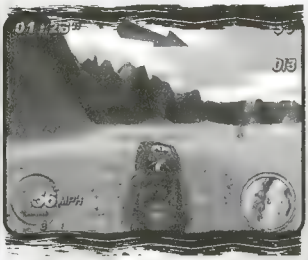

SMUGGLER'S MISSION
Hot Zone
We get the job. This guy is real hot stuff, radioactive or something. Only thing is Gordon suspects a trap, as the money is too impressive. Also, there're reports of border patrol, army, and possibly even CIA in the area. Be real careful.
10 11 12 13 14 15 16 17 18 19

Your contraband in this mission is radioactive waste. Watch out for the CIA, they want to prevent you from smuggling this dangerous cargo into the United States.

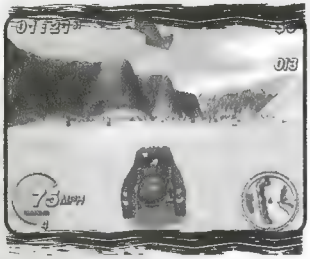


The map shows all of the pickup and drop-off locations.

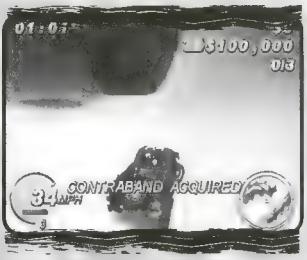
You begin the mission in this small town. Leave through the front gates.



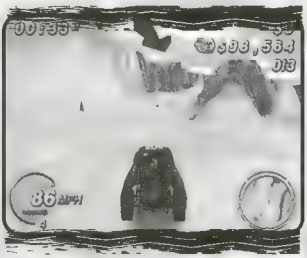
Follow the green arrow past these mountains.



Drive through this fence toward the cargo.



The contraband comes in radioactive canisters.



Drive to the left of this peak. Though bumpy, it's the fastest way to the drop-off.

Reach this drop-off before your vehicle stalls.

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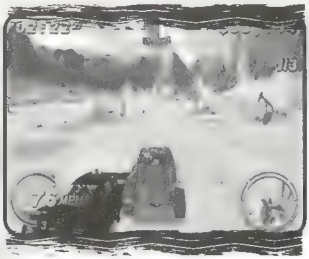
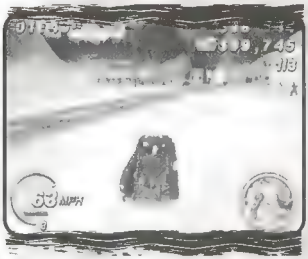
FOLLOW THE GREEN ARROW UP THIS HILL TO THE NEXT PICKUP.

DRIVE THROUGH THIS FENCE AND PASS THE GIANT ROCK ON THE RIGHT SIDE.

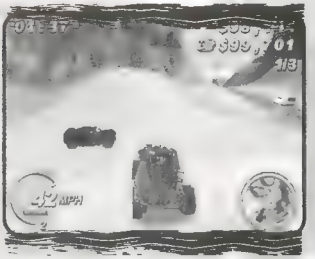


THE SECOND RADIOACTIVE CANISTER IS NEAR THE OIL DRILLS.

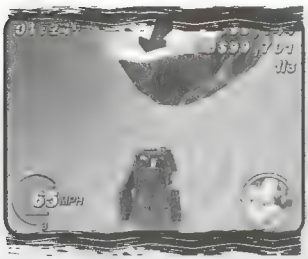
TURN AROUND AFTER YOU MAKE THE PICKUP AND HEAD TOWARD THE WINDMILLS.



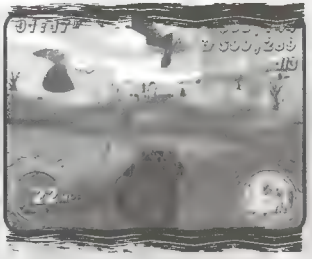
DRIVE THROUGH THE FENCE AT THE BORDER AND STAY OFF THE ROAD.



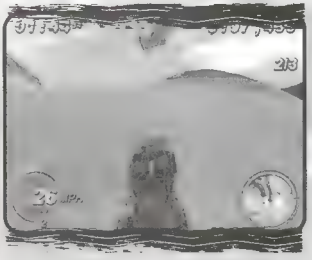
CUT ACROSS THIS SAND DUNE AND FOLLOW THE RED ARROW ACROSS THE ROAD.



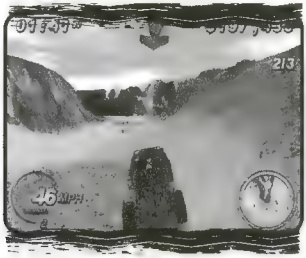
DRIVE THROUGH THIS OPENING TO REACH THE SECOND DROP-OFF IN RECORD TIME.



DELIVER THE CARGO NEAR THIS HELICOPTER.



CLIMB THIS STEEP SLOPE TOWARD THE FINAL PICKUP.



The final canister is straight ahead on the flat mesa.

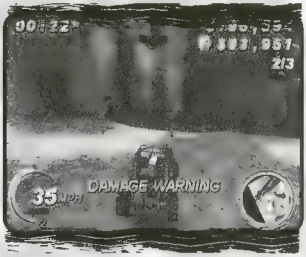
Pick up the canister and follow this dirt road.

Stay to the left of the telephone poles so that the CIA vehicles crash into them.

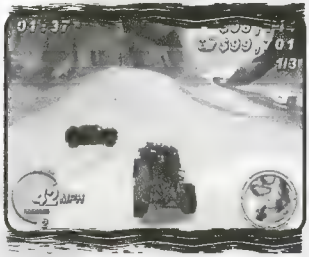
Take the mountain pass on the right when the road splits.

Reach top speed when you drive up this ramp—you must clear a deep crevasse on the other side.

Land as close as possible to the drop-off

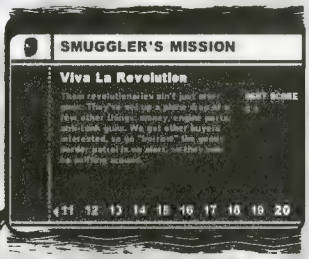


You may severely damage or stall your vehicle. Limp forward into the red smoke to finish.



This is not a tough mission, but there's not much leeway for mistakes.

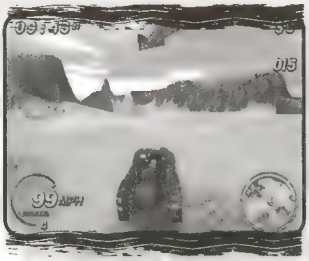
Mission 20: Viva La Revolution



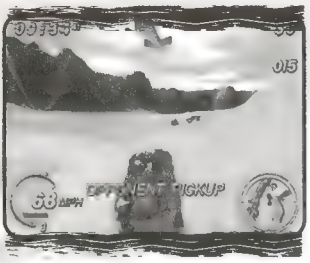
This is another race with a rival gang to make five deliveries. There's enough time on the clock, but your opponents are very fast.

The map shows the large region in which this mission takes place.

BEGIN IN THIS SMALL TOWN. PUT YOUR TEAMMATES IN TROPHY TRUCKS TO GET THE MOST HELP FROM THEM.



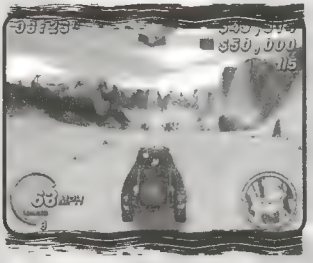
ONCE OUT OF TOWN, HEAD THROUGH THIS CANYON.



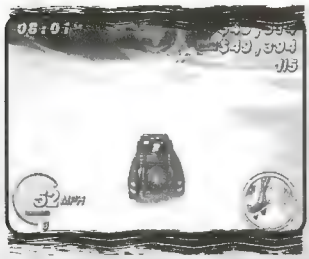
A RIVAL GANG MEMBER ALMOST ALWAYS BEATS YOU TO THE FIRST PICKUP.

SNAG THE CONTRABAND FROM YOUR OPPONENT, THEN MAKE THE DELIVERY NEAR THESE OIL DRILLS.

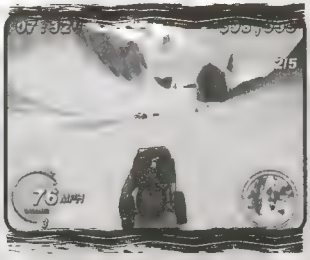
THE SECOND PICKUP IS PAST THE BORDER FENCE.



DRIVE BACK DOWN THE HILL PAST THE BORDER TO THE SECOND DROP-OFF.



HERE'S THE SPOT FOR THE SECOND DELIVERY.



FOLLOW THE PATH UP THIS HILL TO THE NEXT PICKUP.

TAKE THE CONTRABAND FROM YOUR TEAMMATE IF HE BEATS YOU TO IT, THEN CROSS THE BORDER TO THE DROP-OFF.

BOTH TEAMS' DELIVERY SITES ARE IN THE SAME OPEN PATCH OF SAND.

DRIVE PAST THIS CITY TO THE NEXT STASH.

THE NEXT DROP-OFF IS NEAR THE PIPELINE.

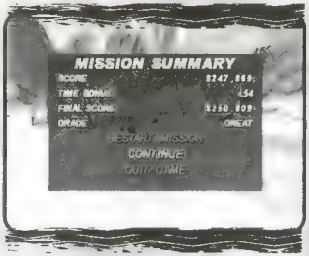
CLIMB THE HILL PAST THE BORDER FOR THE LAST PICKUP.

FOLLOW THE RED ARROW TO THE FINAL DESTINATION AT THE BOTTOM OF THIS HILL.

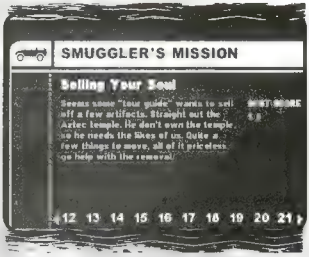
THE FINAL DROP-OFF IS NEXT TO THE SMALL BUILDING.

SLIDE INTO THE DELIVERY SITE TO FINISH.

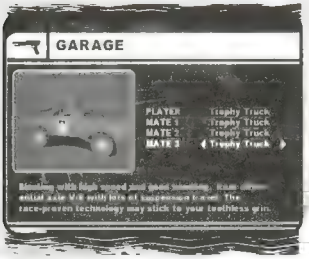
MISSION 21: SELLING YOUR SOUL



IF YOU WORK WELL WITH YOUR TEAMMATES, IT'S EASY TO FINISH WITH A "GREAT" RATING AND TIME ON THE CLOCK.

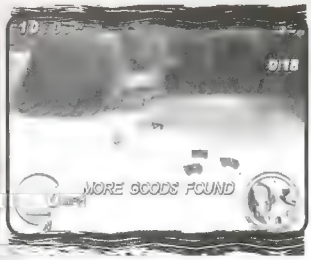

SMUGGLER'S MISSION
Selling Your Soul
Seems some "tour guide" wants to sell off a few artifacts. Straight out the Aztec temple. He don't own the temple so he needs the likes of us. Quite a few things to move, all of it priceless, so help with the removal.
12 13 14 15 16 17 18 19 20 21

THIS IS ANOTHER RACE TO COLLECT A SET AMOUNT OF CONTRABAND BEFORE THE SIERRA CARTEL DOES. THE GOAL IS 18 DELIVERIES—WHICH LEAVES SOME ROOM FOR MISTAKES.



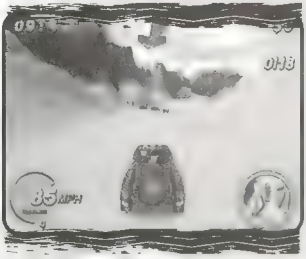
YOU HAVE THREE TEAMMATES IN THIS MISSION. PUT THEM ALL IN TROPHY TRUCKS.

THE MAP SHOWS THE AREA AROUND THE ANCIENT TEMPLE WHERE YOU FIND THE STASHES.

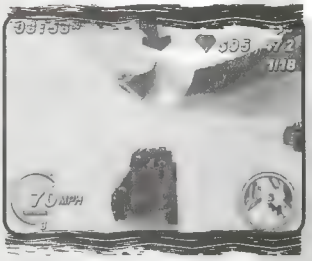


THE CLOCK BEGINS AT 10 MINUTES—MORE THAN ENOUGH TIME TO COLLECT 18 ITEMS.

THE MISSION BEGINS AT THE DROP-OFF LOCATION. BRING ALL CONTRABAND HERE. UNLIKE OTHER MISSIONS, THE DROP-OFF REMAINS THE SAME THROUGHOUT.

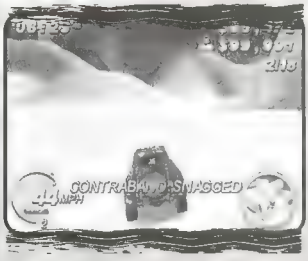


THE SIERRA CARTEL BEATS YOU TO THE STASH. FORTUNATELY, THERE ARE FOUR ITEMS PER PICKUP LOCATION—ENOUGH TO GO AROUND.

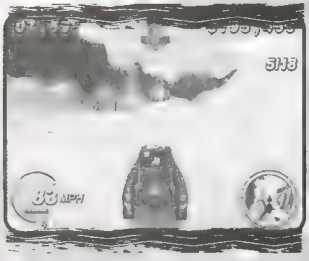


LOAD UP AND HEAD BACK TO DELIVER.

THE KEY TO SUCCESS IS TO SNAG CONTRABAND FROM THE RIVAL GANG. EVERY ITEM YOU SNAG FROM A RIVAL CAR IS ONE LESS CHANCE FOR THE OTHER GANG'S SUCCESS. IF YOU MANAGE TO TAKE EVERY ITEM FROM YOUR RIVALS, YOU FINISH BEFORE THEY COLLECT EVEN HALF OF THE NECESSARY ITEMS.



THESE ARE THE BEST WORDS TO APPEAR ONSCREEN IN THIS MISSION.



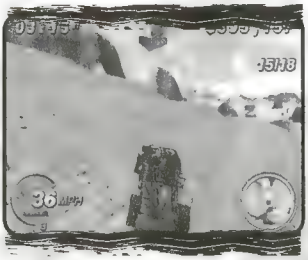
HEAD TOWARD THE GREEN SMOKE FOR ANOTHER BATCH.

One set of items is on the temple steps.

Bump rival cars as they head back to their drop-off. Yours is close by, so there's probably no chance for them to recover the snagged contraband.

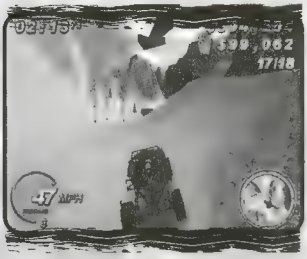
Wait for your teammates to steal items from your rivals. Step in only if they aren't successful.

As you get closer to completing all 18 deliveries, the Sierra Cartel concentrates more on snagging items from you.



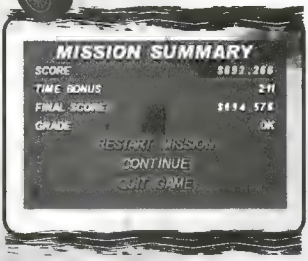
The temple steps are rough, but you must make the journey.

Each pot from the temple is worth $100,000.



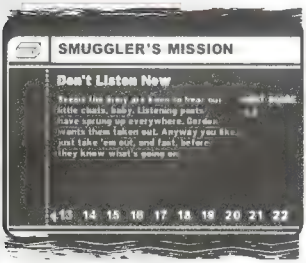
This is your last delivery.

It's challenging to go for a new high score. You only get money for those items you personally deliver, so try to outpace your teammates.

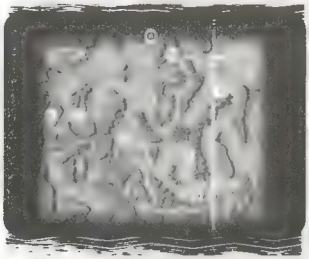


This score represents seven deliveries not made by teammates. Try for 10 or 15.

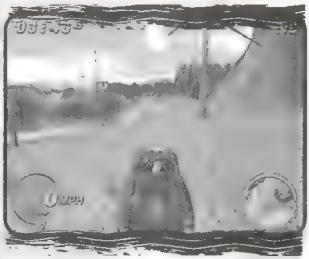
Mission 22: Don't Listen Now



This mission is like the one in which you knocked over radar towers. You must disable eight listening posts.

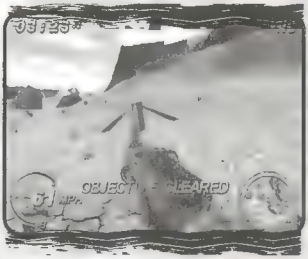


This map shows the location of the listening posts. The only way to finish in time is to knock over all of the posts close to each other before you drive to the next set.



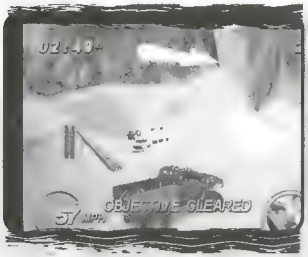
Drive past the windmills.

The first listening post is on the rocky ground.



Make sure you knock over the post *AND* drive through the red smoke.

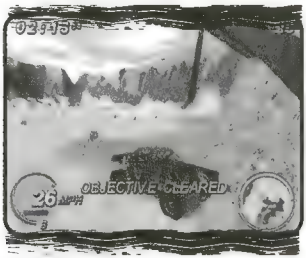
Follow this road around the bend.



Pass the border and knock over the post near the far mountain.

Drive past this border station and follow the road toward the windmills.

The third listening post is next to this big rock.



KNOCK OVER THE POST AND SPIN AROUND SO THAT YOU FACE AWAY FROM THE MOUNTAIN.

THE NEXT LISTENING POST IS FARTHER AWAY.

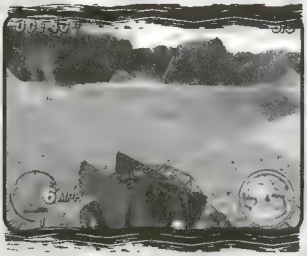
CLIMB THIS STEEP SAND DUNE TO REACH THE POST.

THAT'S FOUR DOWN, FOUR TO GO.

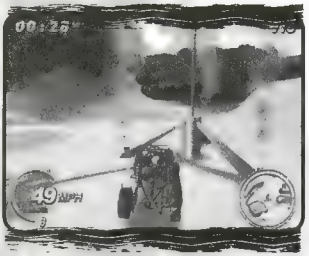
THE FIFTH LISTENING POST IS IN A DANGEROUS DITCH NEAR SOME PIPES.

GO TOWARD THIS FORT FOR THE SIXTH LISTENING POST.

AVOID THE POLICE CAR ABOUT TO DROP ONTO YOU, AND HEAD TOWARD THE RED SMOKE.



THAT'S THE SEVENTH LISTENING POST.



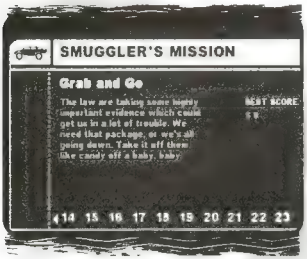
RAM THE SEVENTH POST AND MOVE AWAY QUICKLY BEFORE THE POLICE CLOSE IN.

SUCCESS IS JUST A FEW FEET AND ONE POST AWAY.

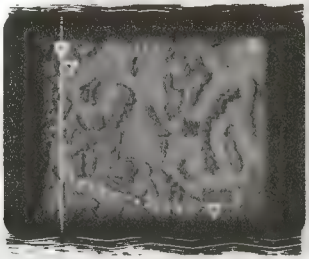
THAT'S THE END OF EAVESDROPPING IN THE DESERT.

THIS IS AN EASY MISSION. THE CHALLENGE IS TO FINISH FIRST WITH THE MOST TIME LEFT, SO PLAN YOUR ROUTE CAREFULLY.

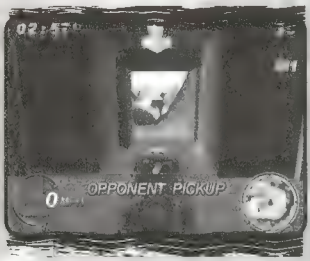
MISSION 23: GRAB AND GO



THIS IS ANOTHER MISSION IN WHICH YOU MUST STEAL AN ITEM FROM A MOVING VEHICLE AND DELIVER IT TO ANOTHER LOCATION.

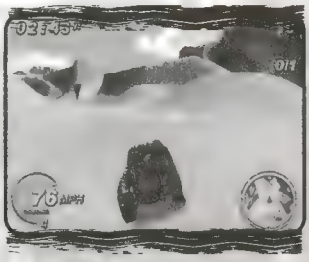


THE DOTTED LINE SHOWS THE PATH OF THE TARGET VEHICLE. THE CIRCLE MARKS THE DROP-OFF LOCATION.

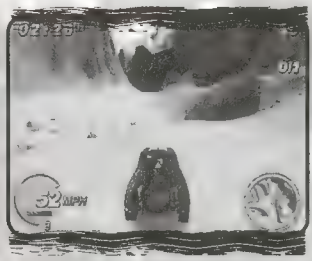


THE MISSION BEGINS IN THE MIDDLE OF THE ANCIENT TEMPLE. YOUR OPPONENT ALREADY HAS THE GOODS.

RIDE DOWN THE TEMPLE STAIRS.

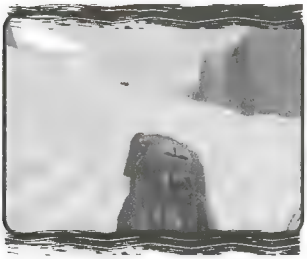


YOUR OPPONENT IS STILL TOO FAR AWAY TO CATCH.

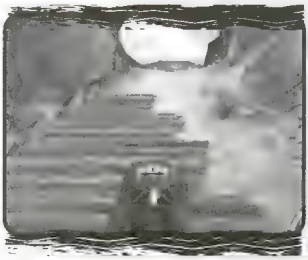


FOLLOW YOUR OPPONENT ALONG THE PATH OF THE EARLIER RACE. HEAD TOWARD THE TELEPHONE POLES.

SMUGGLER'S RUN

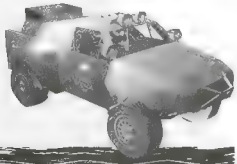


DRIVE OVER THE BUMPY SAND DUNES. YOU'RE GETTING CLOSER.



SPEED UP THESE WOODEN STAIRS BUT AVOID THE LEFT SIDE. YOU MIGHT SLIP OFF THE EDGE.

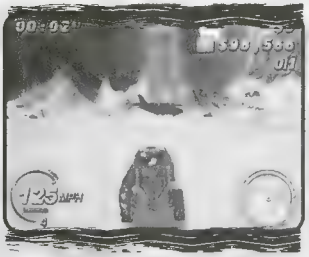
DESCEND INTO THIS CANYON TO PICK UP SPEED AND CLOSE IN.



SNAG THE CONTRABAND BEFORE YOUR OPPONENT REACHES THE BLUE FLARE SMOKE.

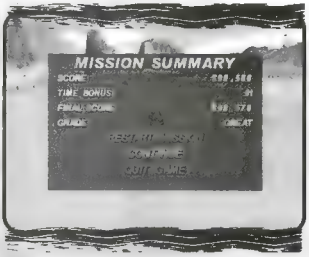
FOLLOW THE RED ARROW TOWARD THE DELIVERY POINT.

TIME IS TIGHT, BUT YOU CAN MAKE IT.



AIM FOR THE PLANE AND DON'T WORRY ABOUT CRASHING INTO IT.

THIS MISSION ONLY HAS ONE DELIVERY—A TOUGH ONE.



TIME IS SCARCE ON THIS MISSION, AND YOUR PROFITS ARE HARD-EARNED.

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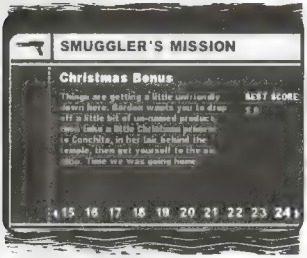
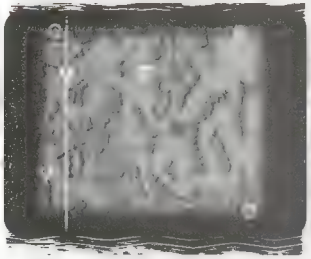
Mission 24: Christmas Bonus



This is a very difficult mission because you drive all over the desert and the cops are particularly aggressive—maybe because it's the last time they see you.

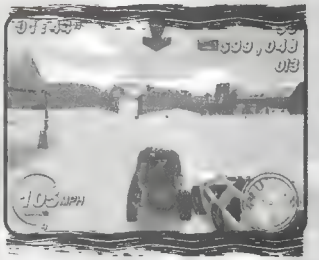


The pickup and drop-off locations span the entire region.

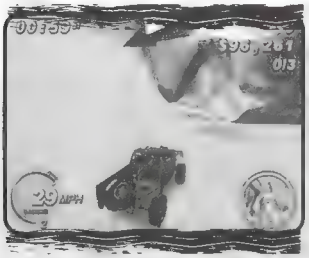
Head out of the temple starting location and drive toward the big rocks and your first pickup.

Build up speed to drive over this steep dune without slipping.

The first contraband item is atop this hill.



Drive through the ruined fort and follow the red arrow.



Drive behind the city to reach the nearly hidden tunnel.

Ride through the tunnel. Stay at top speed—it's a very steep path.

The tunnel curves sharply left near the end. Slide in that direction when you reach that point.

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SMUGGLER'S RUN

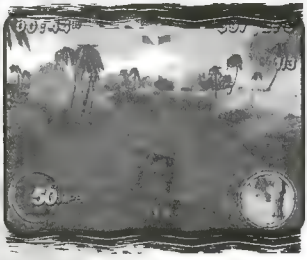
THE END OF THE TUNNEL IS NOW IN SIGHT.

THE FIRST DROP-OFF IS JUST OUTSIDE THE TUNNEL.

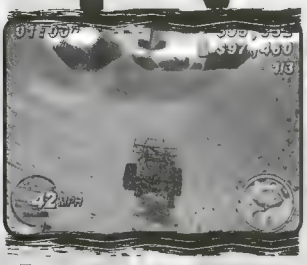
FOLLOW THE GREEN ARROW AFTER YOU COMPLETE THE FIRST DELIVERY.

GO RIGHT WHEN YOU REACH TOWN.

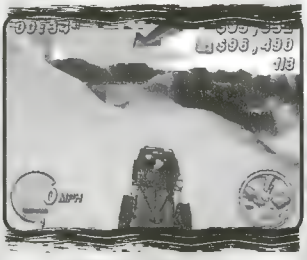
FOLLOW THE GREEN ARROW TO THE SECOND PICKUP IN THE OASIS.



UNFORTUNATELY, YOU MUST GET WET TO MAKE THE SECOND PICKUP. THAT ONLY MAKES A DIFFERENCE IF THERE ARE VEHICLES IN PURSUIT.

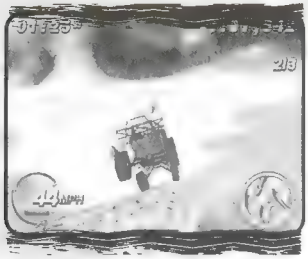


TAKE A RIDE THROUGH THE BUMPY SAND DUNES.

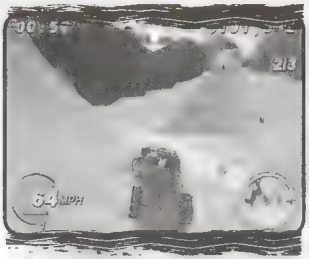


GO LEFT AT THIS OPENING IN THE ROCKS.

SLIDE INTO THE DROP-OFF SO THAT YOU FACE AWAY FROM THE TRUCK.

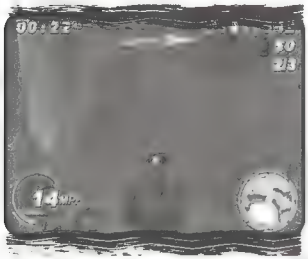


TAKE THE PLUNGE INTO THE CANYON. IT'S THE ONLY WAY TO FINISH IN TIME. YOU STALL ONLY IF YOU LAND INCORRECTLY.



HEAD TOWARD THE AREA BEHIND THE TEMPLE FOR THE FINAL PICKUP.

DRIVE STRAIGHT TOWARD THE TUNNEL ENTRANCE AND PICK UP THE CONTRABAND AS YOU ENTER. DON'T LOSE MOMENTUM OR LAW ENFORCEMENT VEHICLES CATCH YOU AT THE BOTTOM.

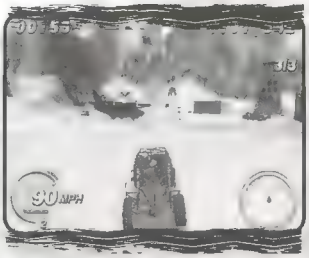


THIS TUNNEL IS EVEN STEEPER THAN THE LAST.

THE FINAL DROP-OFF IS JUST ON THE OTHER SIDE OF THE TUNNEL.

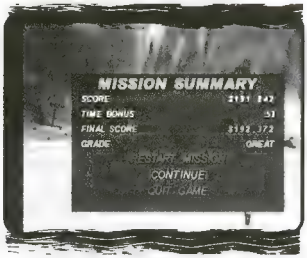
NOW YOU MUST MAKE IT TO THE AIRPORT. FOLLOW THE RED ARROW THROUGH THE NEXT TUNNEL.

PICK UP SPEED ON THE ROAD.



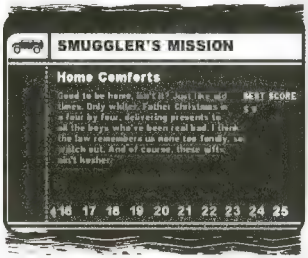
THE FINAL DESTINATION IS NEXT TO THIS PLANE AT THE AIRPORT.

COMPLETE THIS MISSION AND HEAD BACK NORTH TO A COOLER CLIMATE.

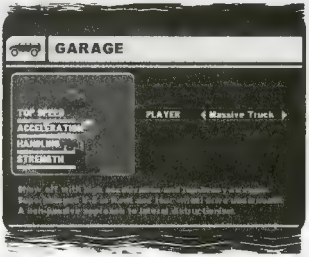


This mission is especially challenging because it's so spread out. Try to beat your best score and maintain your speed through the tunnels.

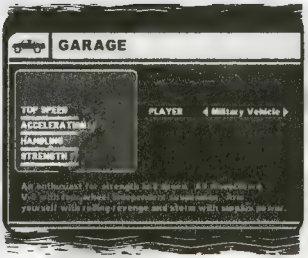
Mission 25: Home Comforts



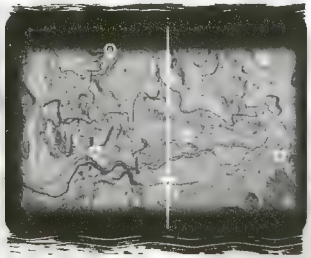
This mission returns you to the U.S.–Canadian border, but now it's winter—snow and ice everywhere.



The Massive Truck is now available. It takes damage well, but it's slow and awkward. This vehicle handles ice better than any other.



The Military Vehicle is the best all-around vehicle to use in *Smuggler's Run*. Once it becomes available with this mission, try some of the earlier missions with this vehicle.



The map shows the pickup and drop-off locations around the frozen lake.

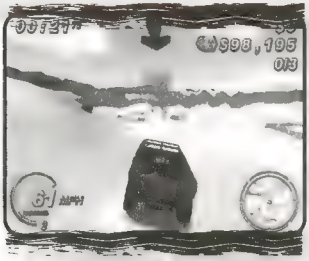
The mission begins along these railroad tracks. Follow the green arrow.

Descend to the road from the railroad tracks above. The green flare smoke of the first pickup is visible ahead.

This is your first ice experience. Drive onto the frozen river to make the first pickup.

Follow the red arrow into the mountains.

TAKE THE MOUNTAIN PATH TO PICK UP SPEED. YOU NEED A FAST VEHICLE TO GET OVER SOME OF THE HILLS AHEAD.



THE FIRST DROP-OFF IS ON THE FLAT PATCH OF SNOW STRAIGHT AHEAD.

SPIN AROUND AFTER YOU MAKE THE DELIVERY, THEN HEAD BACK DOWN THE MOUNTAIN PASS.

DRIVE THROUGH TOWN.

HEAD UP THE HILL TO THE TRANSMISSION TOWERS FOR THE SECOND PICKUP.

DROP DOWN TO THE ROAD AND FOLLOW IT TOWARD THE SECOND DROP-OFF.

MAKE THE SECOND DELIVERY AT THIS RIVER BEND. TIME IS VERY TIGHT.

DRIVE UP THE RIVERBANK TO THE DROP-OFF.

CONTINUE ALONG THE RIVER. SWERVE TO THROW OFF THE POLICE.

THE FINAL PICKUP IS JUST OVER THIS RIVERBANK.

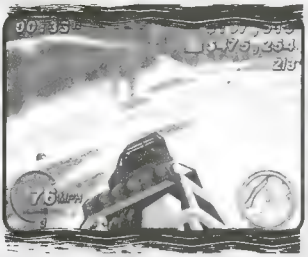
HERE'S THE FINAL CONTRABAND ITEM. THE LAST DELIVERY IS THE TOUGHEST.

DRIVE UP THIS ROAD AND FOLLOW THE RED ARROW.

DRIVE ALONG THE SIDE OF THIS HILL, BUT DON'T SKID. THE LAW IS ON YOUR TAIL UNTIL THE LAST SECOND.

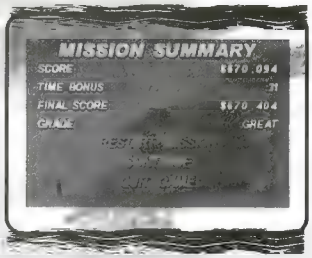
CROSS THIS ROAD, THEN HEAD UP THE HILL.

MAKE UP FOR LOST TIME BY PICKING UP SPEED ON THE RAILROAD TRACKS.



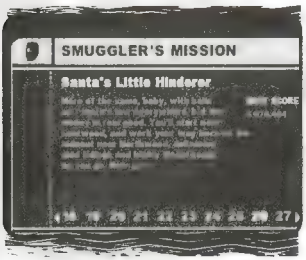
THE FINAL DROP-OFF IS IN AN OUT-OF-THE-WAY PLACE ON THE SIDE OF A HILL.

THIS MISSION IS MORE DIFFICULT THAN ANY OF THE DESERT MISSIONS. SEEING YOU RETURN HOME ENRAGES LAW ENFORCEMENT AGENCIES AND MOTIVATES THEM TO TRY HARDER.

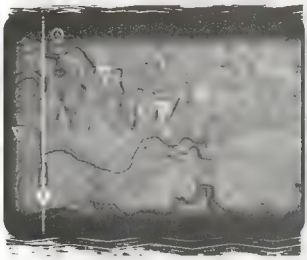


WHEN YOU GET USED TO THE SNOW AND ICE, SEE IF YOU CAN SHAVE SOME SECONDS OFF YOUR BEST TIME.

Mission 26: Santa's Little Hinderer



This mission is like the last, in that there are three deliveries in the same general area—but pickup and drop-off points are much tougher to reach within the time limit.



The map shows the wide area over which the pickup and drop-off locations are spread.

Head toward Eubanks Mountain for the first item.

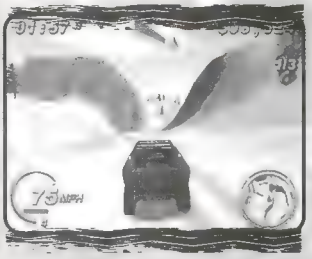
Drive through the railroad trestle and pick up speed on the tracks.

Climb this small hill to pick up the contraband beneath the helicopter.

Follow the railroad tracks toward the mountain.

Continue along the tracks through the tunnel under the mountain.

Complete the first delivery in this clearing behind the mountain.



Follow this snow-covered road to the next pickup.

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SMUGGLER'S RUN

CONNECT TO THE RAILROAD TRACKS AND SNAG THE CONTRABAND JUST TO THE SIDE.

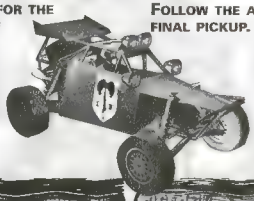
DESCEND INTO THE VALLEY FOR THE NEXT DELIVERY.

CROSS THE RIVER THROUGH THE COVERED BRIDGE.

STOP AT THIS CABIN FOR THE SECOND DELIVERY.

FOLLOW THE ASPHALT TO THE FINAL PICKUP.

DRIVE ON THE RIVER AND FOLLOW THE RED ARROW.



CAREFULLY DRIVE THROUGH THIS GROUP OF TREES.

HEAD UP THE HILL TO THE FINAL DROP-OFF.

SLIDE INTO THE RED SMOKE JUST BEFORE THE COPS ARRIVE.

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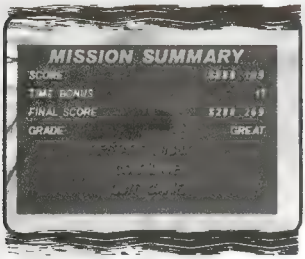
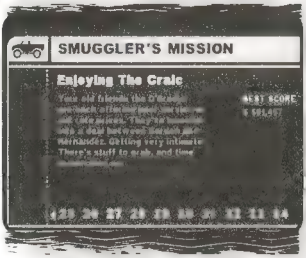
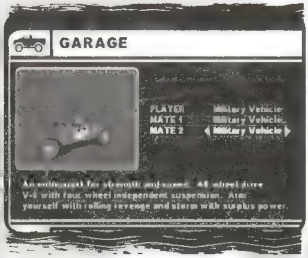
Mission 27: Enjoying the Craic



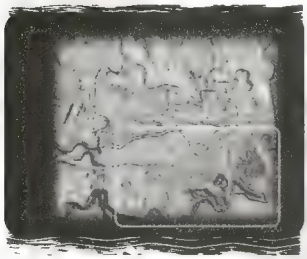
You've bested the cops and made a few bucks. Have a cup of hot chocolate.



The O'Gradys are up to their old tricks. Collect five items before they do.



Put your teammates in Military Vehicles for ultimate team performance.



The map shows the area in which your team and the O'Gradys will search for contraband.

The mission begins on this snow-covered road. The first item is straight ahead.

The first drop-off is just a little farther ahead. One down and four to go.

Ride over these bumpy hills to the next pickup.

Hurry before the O'Gradys snatch the contraband.

The second drop-off is also amid these bumpy hills.

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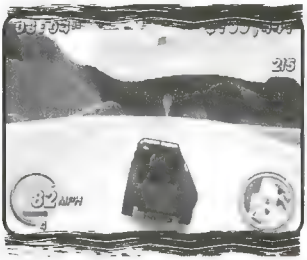
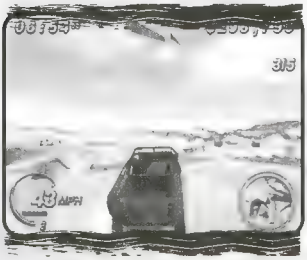


The third item is just outside the tunnel near this mountain pass.

Return through the tunnel.

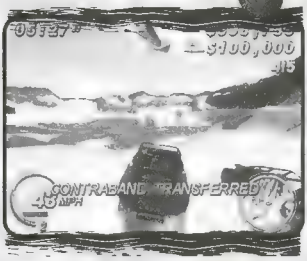
The third drop-off is in the corner of the map.



Drop into the valley for the next delivery.

Drive along the flat side of the hill to maintain your speed.

Both pickup and drop-off locations are down among the rocks.

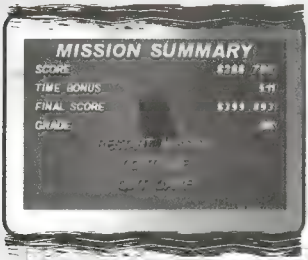


One of your teammates gets the last item. Bump him to snag the contraband and take the item to the final drop-off yourself.

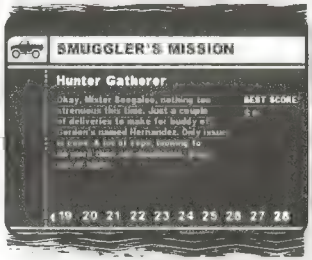
The O'Gradys are tough to beat when they join you among the rocks.

Slide into the drop-off for the final delivery.

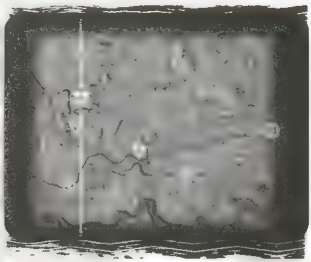
Mission 28: Hunter Gatherer



You must move faster to get a better rating.



This mission has only two deliveries but the cops are relentless in their attempts to stop you.



The map shows the pickup and drop-off locations below the lake.

The mission begins on a hill with no contraband in sight.

Drive down the mountain and follow this road.

When you see the green smoke, drive off the road and up this hill.

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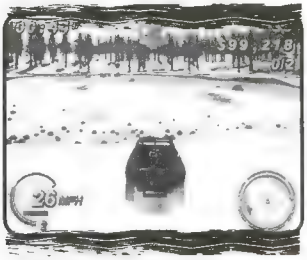


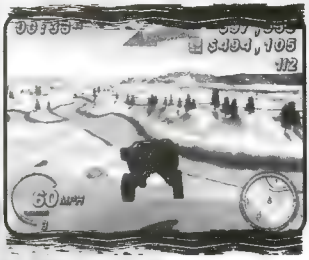
THE FIRST DROP-OFF IS THROUGH THE TREES STRAIGHT AHEAD.

WHEN YOU MAKE THE FIRST DELIVERY, BOUNCE OFF THE TREES OR SLIDE TO AVOID THEM. THE COPS ARE CLOSE, SO BE READY TO MOVE AWAY FROM THEM.

FOLLOW THE RAILROAD TRACKS IN THE DIRECTION OF THE GREEN ARROW.

THE NEXT ITEM IS IN THE RIVER BELOW THIS ROAD.

FOLLOW THIS ROAD THROUGH THE HILLS IN THE DIRECTION OF THE RED ARROW.



FLY OFF THE HILL TOWARD THE RIVER. THE NEXT DROP-OFF IS FAR AWAY.

RIDE ALONG THE RIVER TO MAINTAIN YOUR SPEED AND AVOID OBSTACLES.

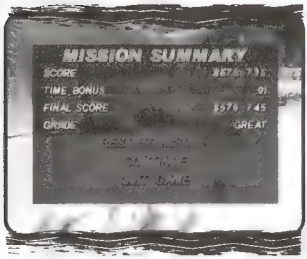
THE SECOND DELIVERY TAKES PLACE NEAR THESE HOUSES.

YOU MUST STILL EVADE THE COPS. FOLLOW THE RED ARROW ACROSS THIS BRIDGE.

THE FINAL DESTINATION IS FAR ACROSS THE RIVER.

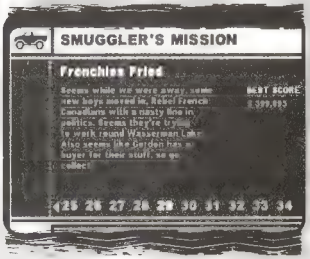
AIM FOR THE TREES JUST PAST THIS HOUSE, BUT DON'T CRASH INTO THEM.

THE RED FLARES ARE IN A CLEAR AREA, BUT YOU DON'T KNOW THAT UNTIL YOU'RE RIGHT ON TOP OF THEM. A WIDE SLIDE INTO THE AREA SHOULD TRIGGER THE MISSION'S END.

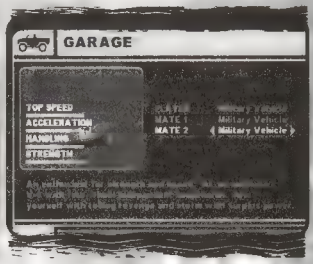


FORGET THE BONUS. FINISHING IS THE ONLY GOAL IN THIS TOUGH MISSION.

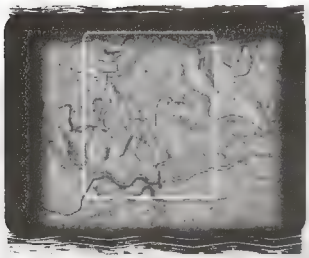
MISSION 29: FRENCHIES FRIED



IN THIS MISSION, YOU RACE AGAINST THE QUEBECOIS GANG TO MAKE FIVE DELIVERIES.

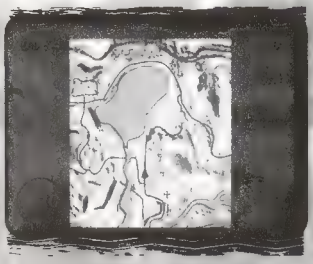


PUT BOTH TEAMMATES IN MILITARY VEHICLES FOR BEST PERFORMANCE.



THE OUTLINE ON THE MAP SHOWS THE AREA IN WHICH YOU MAKE THE DELIVERIES. MANY OF THE PICKUP AND DROP-OFF LOCATIONS ARE IN AND AROUND THE FROZEN LAKE.

THE MISSION BEGINS WITH 10 MINUTES ON THE CLOCK. HEAD IN THE DIRECTION OF THE GREEN ARROW.



THE IN-GAME MAP SHOWS GANG MEMBERS AND A NEARBY POLICE CAR ON THE LAKE.

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SMUGGLER'S RUN

DRIVE ALONG THE ROAD UNTIL YOU MAKE THE FIRST PICKUP NEAR THESE CABINS.

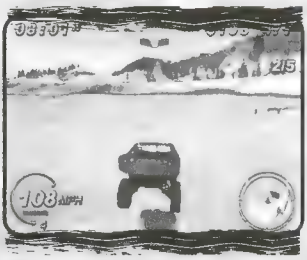
SNAG THE CONTRABAND FROM A QUEBECOIS GANG MEMBER IF NECESSARY, AND FOLLOW THE RED ARROW.

THE FIRST DROP-OFF IS NEAR THIS CABIN ON A HILL.

MOVE AS FAST AS POSSIBLE TO THE NEXT PICKUP. THE MISSION IS EASIER TO WIN AFTER AT LEAST TWO DELIVERIES.

THE NEXT ITEM IS STRAIGHT AHEAD.

THE SECOND DROP-OFF IS ON THE HILL NEAR THIS ROAD.



THE THIRD ITEM IS IN THE MIDDLE OF THE LAKE. GANG MEMBERS AND POLICE CARS DRIVE FROM ALL DIRECTIONS TO REACH THIS LOCATION.

THE THIRD DELIVERY SITE IS JUST OFF THE LAKE NEAR THE BRIDGE.

CLIMB THIS HILL TO MAKE THE DELIVERY.

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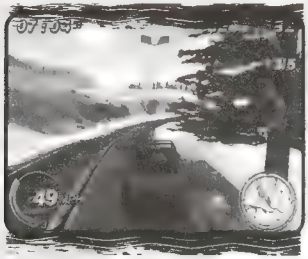
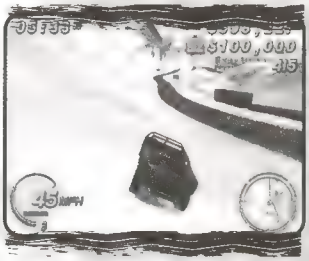


THE FOURTH ITEM IS ON THIS ROAD.

DRIVE BACK ONTO THE FROZEN LAKE FOR THE FOURTH DELIVERY.

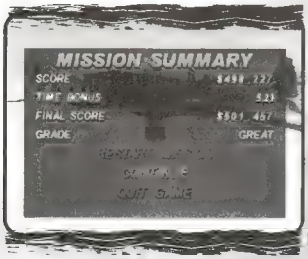
FOLLOW THE GREEN ARROW TO THE LAST CONTRABAND ITEM.

THE LAST PICKUP LOCATION IS ALSO ALONG A ROAD.



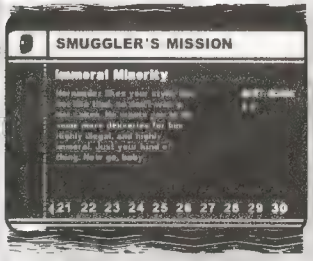
THE FINAL DESTINATION IS NEAR THESE RAILROAD TRACKS.

THE MISSION ENDS NEAR THIS RAILROAD BRIDGE.

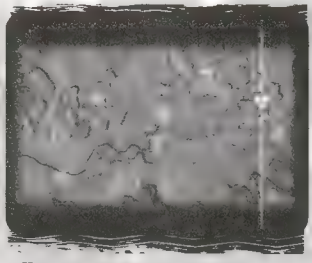


EARN A "GREAT" RATING IF YOU MAKE ALL OF THE DELIVERIES QUICKLY.

MISSION 30: IMMORAL MINORITY



THIS MISSION IS FULL OF BUMPY HILLS AND DANGEROUS COPS. IGNORE THE POLICE AND CONCENTRATE ON THE TERRAIN—THERE'S LITTLE TIME FOR MISTAKES.



THE MAP SHOWS PICKUP AND DROP-OFF LOCATIONS.

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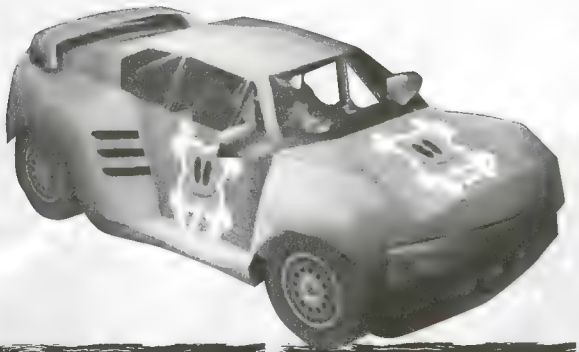
SMUGGLER'S RUN

FOLLOW THE GREEN ARROW TO THE FIRST CONTRABAND ITEM.

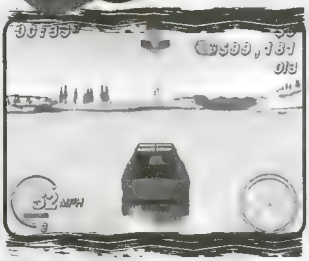
PASS THROUGH THE SMALL TOWN.

DRIVE UP THIS STEEP HILL.

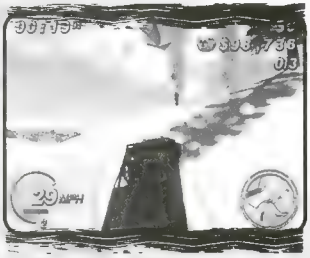


THE FIRST PICKUP IS ON THE FLAT FIELD OVER THE HILL FROM THE SMALL TOWN.

FOLLOW THE RED ARROW ALONG THIS ROAD.



CROSS THE MIDDLE OF THE LAKE.



AVOID THE NEARBY TREE AS YOU SLIDE INTO THE FIRST DROP-OFF.

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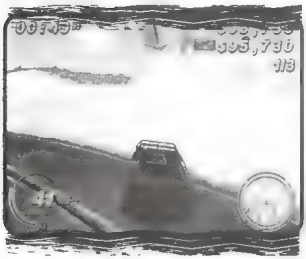
The second pickup is on a nearby hill.

Build up speed to reach the contraband.

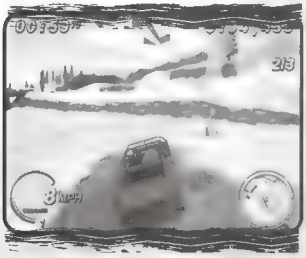
Head along the river to make the second delivery.



Drive up on the road, and climb this hill to reach the second drop-off.

The final pickup is near this road.

Drive off the road and across the river to reach the final pickup.

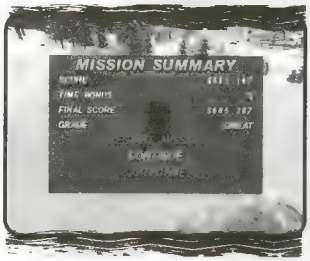


That's the last briefcase for this mission.

Drive along the river again toward an even more remote location.

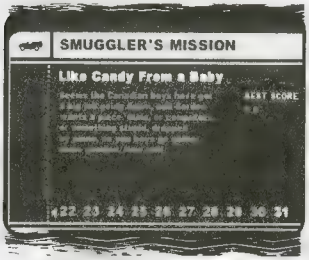
Head for the helicopter on the hill to finish.

THE MISSION ENDS AS SOON AS YOU PASS UNDER THE HELICOPTER AND THROUGH THE RED FLARE SMOKE.

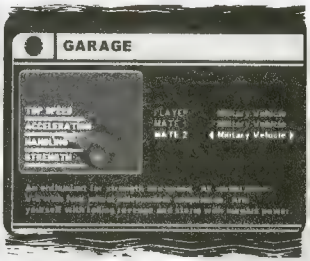


TRY TO BEAT THIS TIME. IT'S TOUGH TO LEAVE MORE THAN 10 SECONDS ON THE CLOCK.

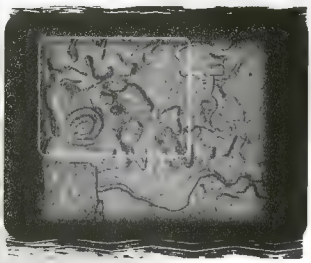
MISSION 31: LIKE CANDY FROM A BABY



THIS IS THE LAST MISSION IN WHICH YOU RACE AGAINST A RIVAL GANG—THE QUEBECOIS. THERE ARE FIVE DELIVERIES.



PUT YOUR TEAMMATES IN MILITARY VEHICLES FOR THE BEST CHANCE.



THIS MAP SHOWS THE AREA OF COMPETITION.

THE IN-GAME MAP SHOWS THAT BOTH GANGS BEGIN THE MISSION THE SAME DISTANCE FROM THE FIRST PICKUP LOCATION.

THERE'S THE FIRST ITEM.

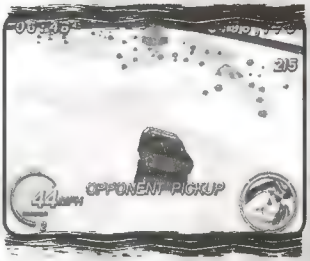
FOLLOW THIS ROAD TO THE FIRST DROP-OFF.

MAKE THE FIRST DELIVERY UP THIS HILL.

FOLLOW THE GREEN ARROW THROUGH THIS TUNNEL.

BOTH GANGS' DELIVERY LOCATIONS ARE NEAR THIS CURVE IN THE ROAD.

DRIVE THROUGH THE TREES TO THE NEXT ITEM.



DRIVE DOWN THIS HILL TO SNAG THE CONTRABAND FROM YOUR RIVAL.

FOLLOW THESE RAILROAD TRACKS AND THE RED ARROW.

THE NEXT DROP-OFF IS OVER THE HILL STRAIGHT AHEAD.

HERE'S THE THIRD PAIR OF FLARES.

ONE OF YOUR TEAMMATES MAKES THE FOURTH DELIVERY BECAUSE THE THIRD DROP-OFF IS FAR AWAY FROM THE FOURTH ONE.

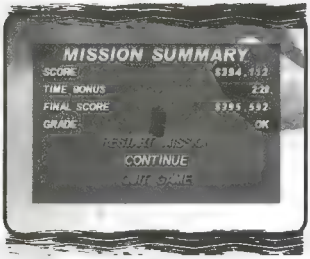
FOLLOW THE GREEN ARROW TO THE LAST ITEM.

THE FINAL PICKUP IS NEAR EUBANKS MOUNTAIN.

SPEED DOWN THIS ROAD TO MAKE THE FINAL DELIVERY.

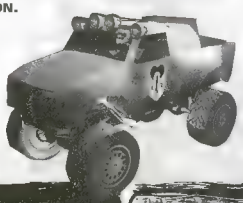
THESE FLARES MARK THE END OF YOUR RIVALRY WITH OTHER GANGS.

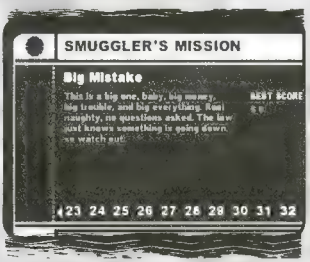
MAKE THE FINAL DELIVERY YOURSELF FOR THE HIGHEST SCORE AND THE MOST SATISFACTION.



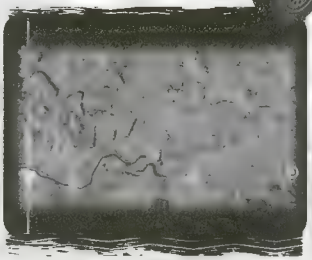
MOVE FASTER TO EARN A "GREAT" RATING.

MISSION 32: BIG MISTAKE




SMUGGLER'S MISSION
Big Mistake
This is a big one, baby, big money, big trouble, and big everything. Real naughty, no questions asked. The law just knows something is going down, so watch out!
BEST SCORE
23 24 25 26 27 28 29 30 31 32

THIS MISSION IS THE ONLY RACE ACROSS SNOW-COVERED HILLS. SNOW AND ICE COMPLICATE VEHICLE CONTROL.



THE MAP SHOWS THE CHECKPOINTS FOR THE RACE.

FOLLOW THE GREEN ARROW TOWARD THE FIRST CHECKPOINT.

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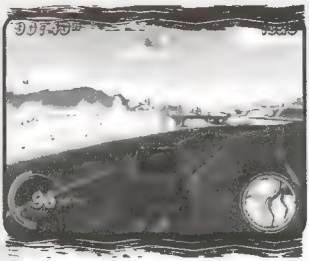
PASS THROUGH THIS CHECKPOINT ON THE RIVER.

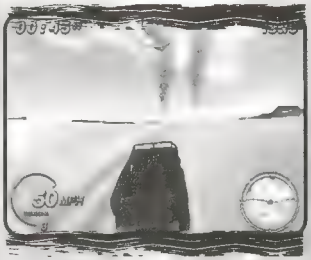
DRIVE ALONG THE ROAD TO THE SECOND CHECKPOINT.



DRIVE OFF THE ROAD TOWARD THE RED FLARE SMOKE.

THE SECOND CHECKPOINT IS ALSO ON THE RIVER.

CLIMB THIS HILL BEHIND THE CABIN TO THE NEXT CHECKPOINT.



THE THIRD CHECKPOINT IS ON THE ROAD AHEAD.

THE FOURTH CHECKPOINT IS IN THE BUMPY HILLS BELOW THE ROAD.

THE LAST CHECKPOINT IS FAR ACROSS THE SNOW AND ICE.

THE RED FLARE SMOKE FOR THE FIFTH CHECKPOINT IS RIGHT NEXT TO THE WATER TANKS.

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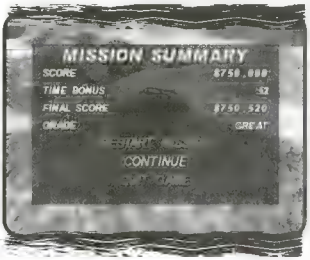
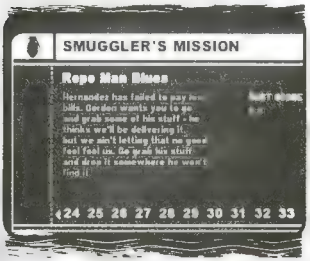
YOU MUST BEAT THE OTHER DRIVERS TO FINISH.

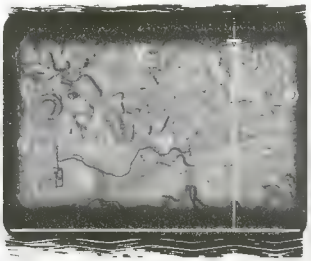


A "GREAT" RATING IN THIS MISSION IS NOT AS IMPORTANT AS FIRST PLACE.

MISSION 33: REPO MAN BLUES


SMUGGLER'S MISSION
Repo Man Blues
Hernandez has failed to pay his bills. Gordon wants you to go and grab some of his stuff - he thinks we'll be delivering it, but we ain't letting that no good fool fool us. Go grab his stuff and drop it somewhere he won't find it.
24 25 26 27 28 29 30 31 32 33

THIS MISSION IS VERY DIFFICULT, ESPECIALLY BECAUSE OF RELENTLESS POLICE CARS AND THE BUMPY TERRAIN.



THE MAP SHOWS THE PICKUP AND DROP-OFF LOCATIONS SPREAD OUT AROUND THE LAKE AND MOUNTAIN.

THE MISSION BEGINS NEAR THIS ROAD. FOLLOW THE GREEN ARROW.

CROSS THE LAKE ON A DIRECT LINE WITH THE GREEN ARROW.

RIDE ALONG THE RAILROAD TRACKS TOWARD THE FIRST PICKUP.

CLIMB THIS HILL TO REACH THE CONTRABAND.

AVOID THE COPS AND GO THROUGH THIS MOUNTAIN PASS. TIMING IS TIGHT FOR THE DELIVERY OF THE FIRST ITEM. DRIVE FLAWLESSLY.

THE FIRST DROP-OFF IS IN THE DISTANCE.

CROSS THE RIVER AND PREPARE TO FLY TOWARD THE DELIVERY SITE.

SPEED PAST THESE BUSHES TO MAKE THE DELIVERY.

FOLLOW THE ROAD ALONG THE RIVER TOWARD THE SECOND ITEM.

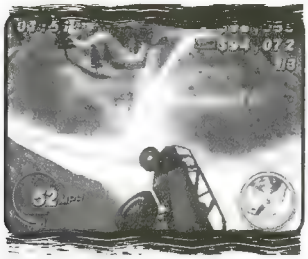
PICK UP SPEED ALONG THE ROAD, BUT DON'T LOSE CONTROL ON THE TURNS.

THE SECOND PICKUP LOCATION IS BENEATH THE HELICOPTER.

RIDE UP THIS STEEP HILL AND FOLLOW THE RED ARROW.

MAINTAIN YOUR SPEED AS YOU DRIVE ALONG THIS ROAD.

SMUGGLER'S RUN



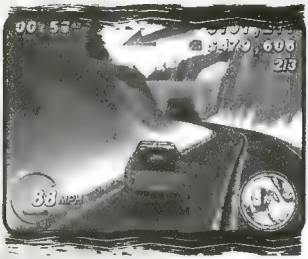
DROP INTO THIS PASS TO MAKE THE SECOND DELIVERY.

FOLLOW THE RAILROAD TRACKS TO THE FINAL ITEM.

CROSS THE ROAD AND CLIMB THE HILL.

GO OVER THIS HILL TO CLOSE IN ON THE CONTRABAND.

PICK UP THIS LAST ITEM, BUT DON'T LET THE COPS CORNER YOU AGAINST THE TRUCKS.



DRIVE THROUGH THIS TUNNEL IN THE DIRECTION OF THE RED ARROW.

OCCASIONALLY CHECK THE IN-GAME MAP TO FIND PICKUP AND DROP-OFF POINTS. IN THIS IMAGE, THE DROP-OFF IS NOT VISIBLE, SO YOUR ONLY CHOICE IS TO FOLLOW THE RED ARROW UNTIL THE DROP-OFF MARKER SHOWS UP ON THE MAP.

AVOID THE POLICE BLOCKADE BY RIDING OFF THE ROAD ON THE SNOW.

PICK UP SPEED ALONG THE ROAD AS YOU APPROACH THE FINAL DESTINATION.

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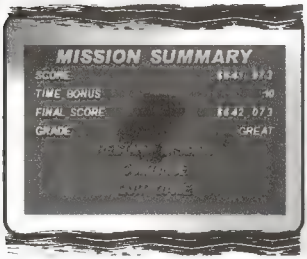
THE DROP-OFF POINT IS VISIBLE NEAR THE TURN STRAIGHT AHEAD.

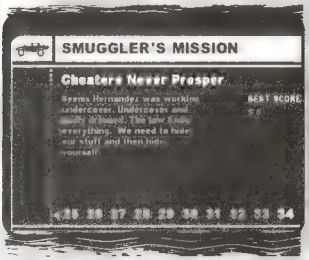
YOU MAKE IT JUST IN TIME.

THE VALUE OF THE CONTRABAND TAKES A DIVE BECAUSE OF ALL THE BANGING AROUND, BUT AT LEAST YOU COMPLETE THE MISSION.

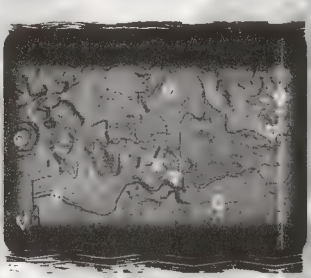


TIME LEFT ON THE CLOCK IS NOT AS IMPORTANT AS THE VALUE OF THE CONTRABAND.

MISSION 34: CHEATERS NEVER PROSPER



THIS MISSION ENDS YOUR CAREER AS A SMUGGLER. IT ALSO DRAWS UPON ALL OF THE SKILLS YOU HAVE DEVELOPED. TIGHT TIMING AND TREACHEROUS TERRAIN REQUIRE BETTER DRIVING THAN EVER. USE THE MASSIVE TRUCK.



THE MAP SHOWS ALL OF THE PICKUP AND DROP-OFF LOCATIONS NEAR THE LAKE AND MOUNTAIN.

THE FIRST PICKUP IS DOWN THE HILL FROM THE STARTING LOCATION.

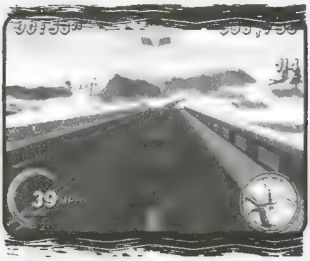
GRAB THE CONTRABAND, AND FOLLOW THE RED ARROW ALONG THIS ROAD.

DRIVE THROUGH THIS GROUP OF TREES AT TOP SPEED, BUT DON'T CRASH INTO ANY OF THEM.

SMUGGLER'S RUN

THE FIRST DROP-OFF IS BENEATH THE HELICOPTER.

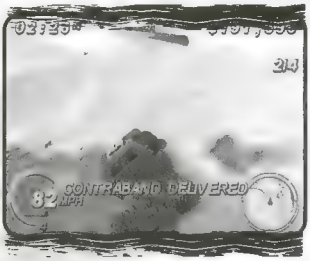
FOLLOW THE TRAIL TOWARD THE NEXT ITEM.



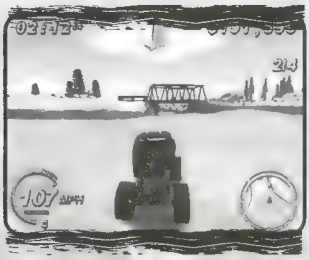
CROSS THIS BRIDGE TO MAKE THE SECOND PICKUP.

CONTINUE ALONG THIS ROAD, BUT AVOID THE POLICE BLOCKADE.

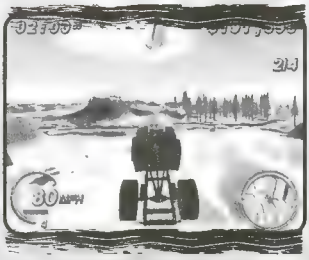
THIS IS THE TOP OF THE FROZEN WATERFALL. FLY OFF THE EDGE TO REACH THE SECOND DROP-OFF.



LAND AT THE BOTTOM OF THE WATERFALL TO MAKE THE SECOND DELIVERY, THEN DRIVE UP THE BANK IN THE DIRECTION OF THE GREEN ARROW.

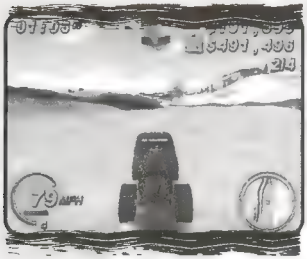


DRIVE ALONG THE RIVER STRAIGHT TOWARD THE NEXT PICKUP.

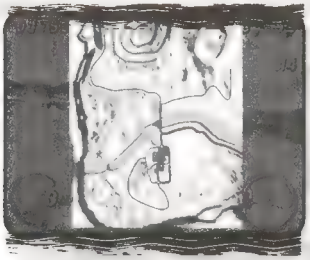


DROP DOWN TO THE THIRD PICKUP.

SPEED ACROSS THE ICE TO SNAG THE CONTRABAND.

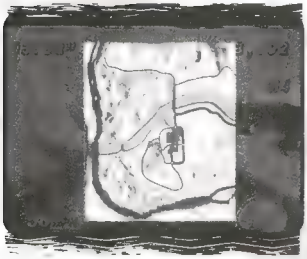


CONTINUE ALONG THE RIVER TO REACH THE THIRD DROP-OFF.

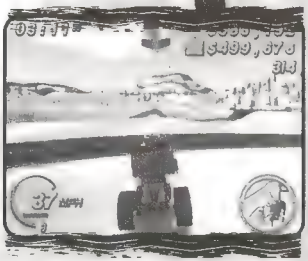


THE IN-GAME MAP SHOWS THE LOCATION OF THE FINAL ITEM.

THE CONTRABAND IS IN THIS SECLUDED AREA.



THE IN-GAME MAP SHOWS YOU CLOSING IN ON THE ITEM.



THE FINAL DESTINATION IS THE TOP OF THE DISTANT EUBANKS MOUNTAIN.

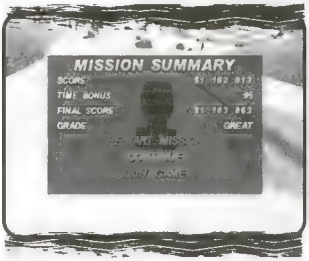
TURN LEFT AT THE TUNNEL AT THE BASE OF THE MOUNTAIN TO FOLLOW THE ROAD TO THE TOP.

THE MOUNTAIN ROAD IS EVEN MORE DIFFICULT TO CLIMB IN THE SNOW.

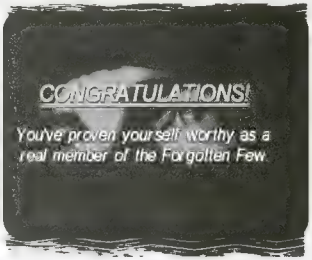
BE VERY CAREFUL AT THIS HUMP IN THE ROAD, OR YOU SLIDE OFF THE EDGE OF THE MOUNTAIN.

REACH THE TOP OF THE MOUNTAIN AND THIS FINAL DROP-OFF.

THE REWARD AT MISSION'S END: A BEAUTIFUL VIEW FROM THE TOP OF EUBANKS MOUNTAIN.



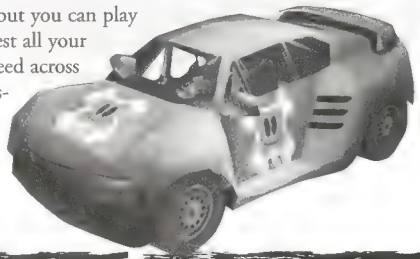
THIS IS THE END OF BOTH THE MISSION AND *SMUGGLER'S RUN*. YOU CAN ALWAYS REPEAT MISSIONS TO TRY TO BETTER YOUR SCORES.

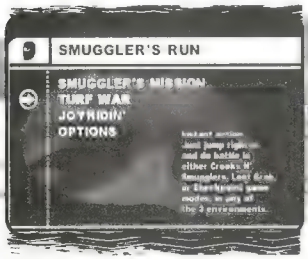


THIS CONGRATULATORY SCREEN BRIEFLY APPEARS BEFORE THE CREDITS ROLL UP THE SCREEN.

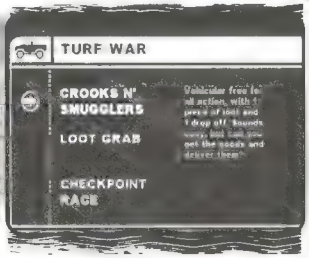
TURF WAR

Turf War contains three types of games for two players, but you can play alone against computer-controlled gangs. These games test all your skills, from eluding other vehicles to maintaining top speed across all kinds of terrain. After you've done *Smuggler's Run* missions, Turf War games are easy, but they still challenge you to beat time and delivery records. Here's a quick look at what they involve.



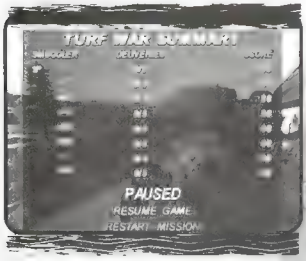


MAKE THIS CHOICE FROM THE MAIN MENU TO START A TURF WAR GAME.

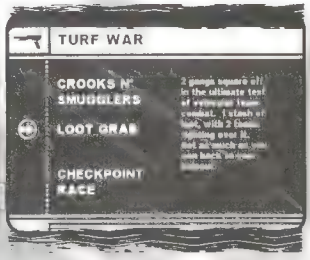


CROOKS 'N' SMUGGLERS HAS ONLY ONE PIECE OF CONTRABAND TO DELIVER AT A TIME. BUT EVERYBODY'S GOING FOR THAT ITEM, SO IT'S A FREE-FOR-ALL.

CRASH INTO OTHER VEHICLES TO STEAL THE CONTRABAND.



THE PAUSE SCREEN LISTS DELIVERIES AND SCORES FOR ALL VEHICLES. USE IT TO TRACK YOUR PROGRESS.



LOOT GRAB IS ANOTHER TEST OF CONTRABAND HANDLING. COLLECT AS MUCH LOOT FOR YOUR TEAM AS YOU CAN GET YOUR HANDS ON.

FOLLOW THE ARROWS TO PICKUPS AND DROP-OFFS. MAKE DELIVERIES QUICKLY OR YOU FALL BEHIND.

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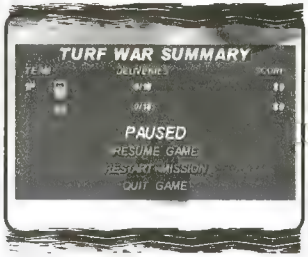
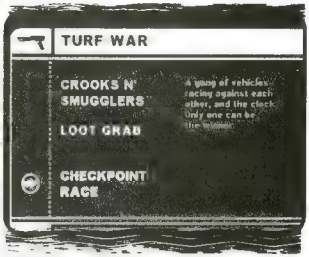
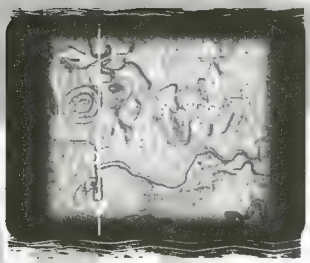
STEALING CONTRABAND FROM RIVALS IS JUST AS IMPORTANT AS PICKING UP ITEMS YOURSELF. MOVE FAST OR RIVALS WILL OUTPACE YOU.



THE PAUSE SCREEN GIVES DELIVERIES AND SCORES. USE IT TO CHECK ON RIVALS IF YOU LOSE SIGHT OF THEIR VEHICLES.

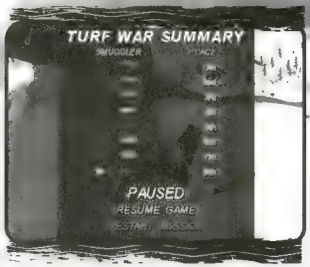

TURF WAR
CROOKS N' SMUGGLERS
A gang of vehicles racing against each other, and the clock. Only one can be the winner.
LOOT GRAB
CHECKPOINT RACE

CHECKPOINT RACE PITS YOU AGAINST TIME AND OTHER VEHICLES. TURF WAR RACING IS LESS NERVE-WRACKING THAN SMUGGLER'S MISSION RACING.



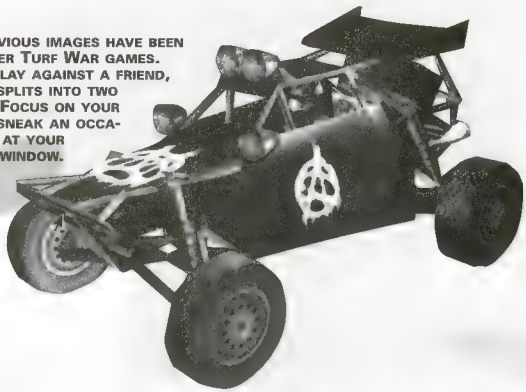
THE MAP SHOWS ALL CHECKPOINTS IN THE REGIONAL ENVIRONMENT YOU CHOOSE.

THERE ARE MORE VEHICLES IN THIS RACE. OUTPACING MOST OF THEM MAY TAKE SEVERAL CHECKPOINTS.



THE PAUSE SCREEN LISTS VEHICLE STANDINGS. FIRST PLACE IS THE ONLY ACCEPTABLE SPOT FOR YOU.

ALL THE PREVIOUS IMAGES HAVE BEEN OF ONE-PLAYER TURF WAR GAMES. WHEN YOU PLAY AGAINST A FRIEND, THE SCREEN SPLITS INTO TWO WIDE VIEWS. FOCUS ON YOUR GOALS, BUT SNEAK AN OCCASIONAL PEEK AT YOUR OPPONENT'S WINDOW.



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MIDNIGHT CLUB
STREET RACING

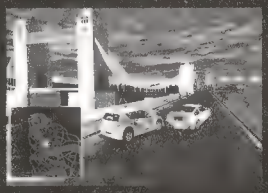
You know the rules, there are no rules.

"BLEW US AWAY" - GAMERS REPUBLIC

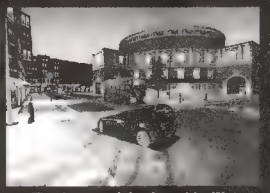
"A RACING GAME LIKE NO OTHER ON PS2" - PSM

CUTTING EDGE SOUNDTRACK FROM SOME OF THE WORLD'S LEADING TECHNO/DRUM AND BASS ARTISTS - DOM AND ROLAND, DERRICK MAY AND SURGEON

Race across two accurately modeled cities - New York and London!



Win the pink slips of opposing players! Rise up through the ranks in the illicit world of the Midnight Club.



Play in a persistent world with interactive traffic, pedestrians and law enforcement.

WWW.ROCKSTARGAMES.COM/MIDNIGHTCLUB

RELEASE DATE: PLAYSTATION 2 LAUNCH

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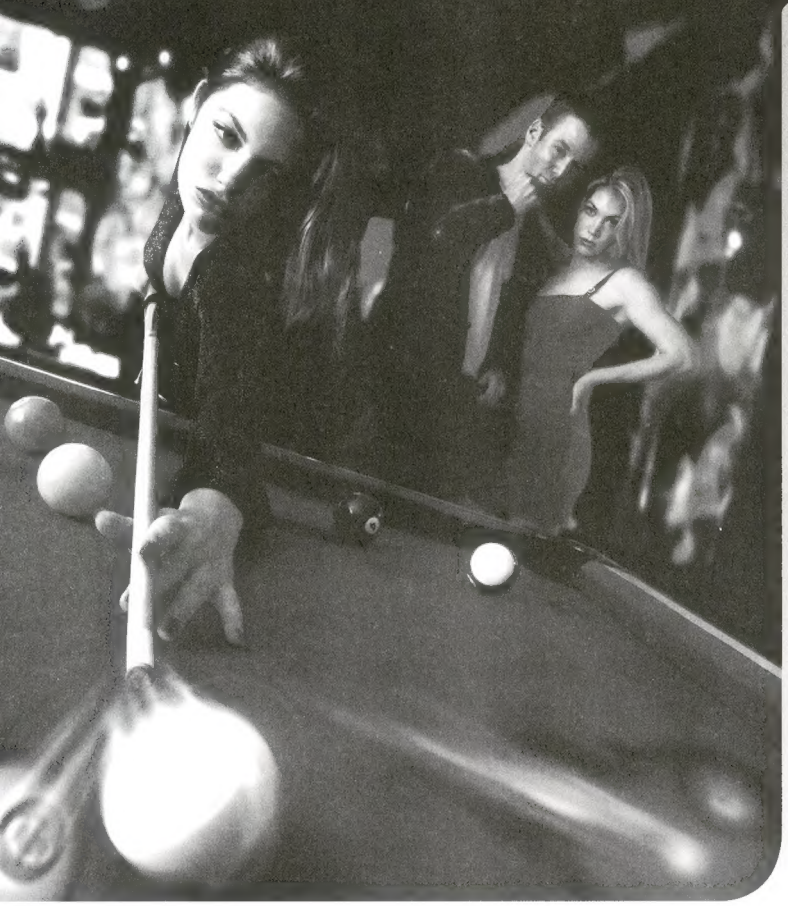
TEEN T ESRB

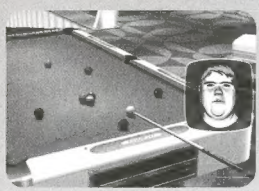
counterbalance

PlayStation.2

Q-Ball

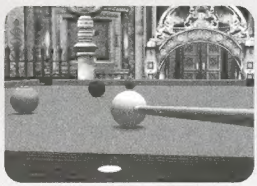
BILLIARDS MASTER





Play alone or with a friend

Master the techniques used by the pros!



The most beautiful pool halls in the world!

9 modes of play, plus 3 hidden pool games!

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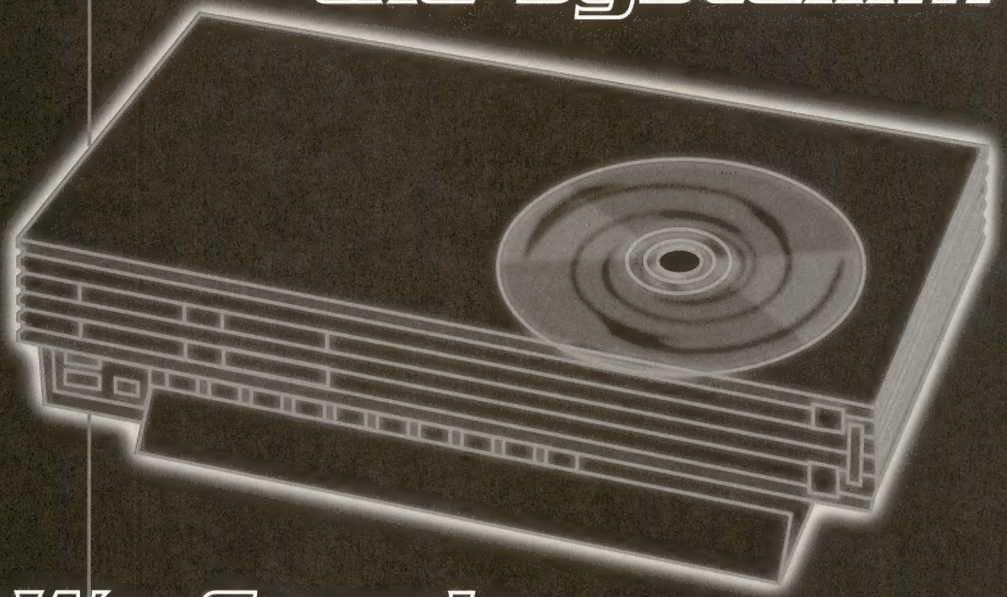

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Platform: PlayStation®2 computer entertainment system

CAN YOU HIGH-TAIL IT ACROSS THE BORDER WITHOUT GETTING SNAGGED?

- Fast and furious tactics for every game mode—single-player campaign, multiplayer, and turf war
- Hardcore strategies for driving on every terrain, from ice and snow to the sandy desert
- Killer tips for getting through each mission without losing your contraband
- Powerful hints for beating all seven rival gangs—not to mention the cops, border patrol, and CIA

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